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NUMBER 9

1990 VIDEO GAME PREVIEW

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If you thought Simon Belmont's adventures had ended at the conclusion of Castlevania Part 2, think again! Simon's back on the Japanese Nintendo Famicom system with an all-new quest to conquer! The latest installment in the Castlevania saga blends the adventure overtones of the second game with the high-action arcade-style game play of the first to create an exciting and unique sequel to one of the greatest NES games ever made. Find out more about this hot new title and when it may be available on these shores.

ELECTRONIC GAMING EXPRESS.....38

We introduce a new regular feature to the pages of EGM this month called Electronic Gaming Express. This section will keep you up-to-date on the latest developments within the gaming industry, and bring you the first pictures of hot new hardware and software. This issue focuses on the new generation of hand-held game systems from NEC and Sega that are waiting just over the horizon.

BONUS SUPPLEMENT IN THIS ISSUE OF EGM!!!

Electronic Gaming Preview -

The Ultimate Video Game Preview Guide

Grab your VIP pass and get the complete story from the 1990 Winter Consumer Electronics Show. This gala event showcases the latest wonders from the video game world and EGM takes you there for complete previews of nearly every game shown (and some that weren't shown) to convention attendees. Look for photos and reviews of over 100 different games for play on the Nintendo, Sega, Genesis, and TurboGrafx game systems in this blockbuster New Soft special!

TRICKS OF THE TRADE.....44

Get ready for a brand new batch of super secret game tips guaranteed to power your scores higher, and make you play further, no matter what system you own! Sizzling secrets from the EGM super-stars, the U.S. National Video Game Team, join your best finds in another "Tricks of the Trade" video game secrets spectacular!

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THE FIRST WORD ON VIDEO GAMES...

One of the most frequent questions we receive from industry insiders and readers alike concerns our ability to track down new information and provide a complete story on all the latest video game hardware and new games. As veteran readers know, EGM was the first magazine to break the story on Nintendo's upcoming 16-Bit Super Famicom, the NEC Super Grafx, Konix's Multi-System, the Nintendo hand-held GameBoy, the color Lynx, and the Japanese Genesis and TurboGrafx-16 to name but a few. Over the months EGM also brought the first newsstand photos of games such as Gradius 2, Batman, Phantasy Star 2, and many, many more.

How do we do it? Well, it's not easy! Our staff maintains a constant relationship with dozens of contacts around the world. Not only do we trade news and information with the leading magazines of Europe and Japan, we also stay in touch with top executives at some of the leading manufacturers and development houses throughout the same countries. Over the past six months EGM ambassadors have traveled to Japan and Europe a number of times to visit important trade shows and meet privately with some of the leading video game super-powers.

Why do we go to so much trouble just to get a story? Because, as game players, we know that the most important role a video game magazine can play is in providing new information. Whether it's honest reviews with an opinion, previews of upcoming softs, or the latest developments from overseas, EGM is the magazine that will be their first - with all the facts.

Sometimes other stumbling blocks will make it difficult to bring you info through normal channels. Some companies unjustly award private exclusives to competing publications, unfairly penalizing game players like you if you don't read a particular gaming magazine. We never demand exclusives because EGM feels it is your right to know as much as you want about all the new products on the horizon. For a company to hold a private showing of a new hand-held or provide an exclusive and thereby lock out your desire to know the complete story, good or bad, is just plain wrong.

That's why we're introducing a new column in this issue of EGM! Electronic Gaming Express is your ticket to the latest developments in the world of video games. This issue we continue our edge on the forefront of technology with the total coverage and the first photos of the new Nintendo Express hand-held, NEC hand-held, and new info on the Sega 8-Bit hand-held. You'll also find the first news and pictures of SNK's new video game console, the NEO GEO! This is hard-hitting editorial you won't find anywhere else!

Combined with our regular International Outlook and Next Wave features, you've got the best ticket to the ever-changing video game world right in your hands!

Steve Harris
Editor

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What's in a name?

I read your third issue of EGM and found that you made a few mistakes in your article about the Atari Lynx. First, on page 71, you had a picture showing a game called Impossible Mission. The game is really named Electrocop - I know because I own the Lynx and this game. The next flaw is on the following page where you stated that the Lynx comes with a sun shield and carrying case which it does not. Try to be more careful in what you write from now on.

Sean Madnani & Sumeer Samat

(ed. - Quite observant, guys! Actually, when we prepare feature articles on new products and hardware, we try to dig a little deeper in order to come up with the behind the scenes info we know you want. What often happens when reporting on pre-released games and systems are the inevitable changes that take place after we've gone to press. In this case, the game called Impossible Mission in the Atari press kits became Electrocop and the Lynx peripherals were passed over to save on costs. In fact, Electrocop used to be the name of a different game that was to feature a Taser-toting law enforcement officer. Ultimately, the project was cancelled, but the name now lives on in a completely different cart. We feel it's better to report all the important news and upcoming gaming developments

Saving Quarters...

I'm a coin-op game fan and I've searched the country for a coin-op game magazine.

I was reading EGM and I saw that a source for ratings was Re-play magazine - the industry's leading trade magazine. Can you help!?

Jonathan Johnson
Danville, KY



The illusive Lynx Color System

(ed. - While RePlay and similar trade publications do indeed offer the most up-to-date info on the hot new arcade games, they are written primarily for the manufacturers, distributors, and operators of the games and not the players. A coin-op game magazine may not be a bad idea, however, or maybe as an EGM supplement. What do you think?)

Looking for LYNX...

I'm writing to say how much I liked your article on the Atari Lynx game system. The article was very informative and after reading it I went out and purchased not one, but two of the units. I must say that it is the most amazing system on the market. I just hope that Atari puts out more software. If they do put out more arcade style games it will blow GameBoy away.

Steven Fields

I wrote you awhile ago expressing my disappointment in the extremely limited availability of Atari's Lynx game sys-

tem during the Christmas season. I live in Michigan and they're not available in stores here and it looked like I wouldn't be able to buy one until sometime in 1990. I was so disappointed I didn't know if I'd buy one at all.

After reading the good reviews the Lynx received, I decided to order one from the Ultimate Game Club that advertises in your magazine.

My Lynx came by Federal Express on December 22nd, just in time for Christmas! I love the advanced graphics, game play, sounds, and full color. GameBoy doesn't rate by comparison - Lynx blows it out of the water!

Ronald Calf
Belleville, MI

(ed. - Everyone who has been able to get the hold of an Atari Lynx has raved about the system's advanced capabilities. The main problem for most people has been simply in finding a retail outlet that carries them. In addition to the Ultimate Game Club (see ad in this issue), the Sears catalog outlet should be able to accommodate Lynx fans with systems and game cards if you act fast. Nationwide distribution of the first color portable will probably be delayed until Spring.)



Coming Out of Your Shell...

I really like the game Teenage Mutant Ninja Turtles in the arcades. I don't like the 8-Bit home version, and I'm hoping that is a 16-Bit version came out it would be better like the arcades. Do you know if a version of the game will be available on the Sega Genesis?

Michael Ardisson
Plainview, New York.

Rating the Review Crew

First of all, I would like to say how much I love your magazine. I've been playing video games for two years now but have only recently started to read video game magazines. On the first day I ever bought them, I purchased four. Your publication was head and shoulders above the competition. My favorite part of your mag is the "Review Crew". Though I don't agree with everything that is said, it is an awesome idea (and very helpful) to give numerical grades instead of idiotic reviews that are always saccharine sweet.

Asif Rahman
Rockville, MD

(ed. - We're glad to hear that you and others value the information in the Review Crew segment of the magazine. With game prices rising into the stratosphere, we realize how important it is to get honest appraisals of upcoming titles. Giving you four separate opinions from four top-notch game players (not writers who play games once in awhile) is the best way to give you an honest and unbiased review of a new game. Beginning with this issue, we'll begin to increase the number of reviews we feature, in an effort to critique as many games as we can.)

Where's the Team?

Completely on impulse I picked up one of your magazines the other day. As an avid game player I was impressed by your informative articles and equally well-organized visuals - especially your four-man Review Crew.

I do have one question, however. How the heck do you get on the U.S. National Video Game Team? I believe I may have the credentials necessary to join. Please help!

Christopher Lewis
Houston, TX

(ed. - Pick up the next issue of EGM for complete details on how YOU can join the gaming elite on the USNVGT.)

Turbo vs. Genesis Debate

I subscribe to four video game magazines, but next year I will subscribe to just one - EGM. You have the best reviews, by far the best rating system, and when there are new developments in the video game industry, I always read about them in EGM one to two months ahead of the other magazines. You're the only magazine that would rate the new game systems, as I did before purchasing one. I tried out NEC's Turbo and Sega's Genesis and found the NEC to be a good system, but the Genesis proved to be the best!

Ken Iler
Defiance, OH

I purchased my Sega Genesis two months earlier than my TurboGrafx-16, so I have more games for it (11 for Genesis versus seven for the Turbo). However, my brother, my best friend and I enjoy the games on the Turbo more. The Sega games seem to have fancier graphics, but the Turbo games play better. Keep up the 16-Bit coverage!

Jeff Kramer
Pembroke Pines, FL

While the Sega Genesis is more powerful than the NEC TurboGrafx-16, the Turbo has a lot more games coming out. At the local Toys 'R' Us store they have only 9 Genesis games, compared to 18 TurboGrafx games. The TurboGrafx is pulling ahead fast.

Robert Benjamin
Wysox, PA

I recently purchased a Sega Genesis and it is a truly awesome machine. TurboGrafx-16 is better than Nintendo, but the differences between Genesis and Turbo are obvious. I don't know who would want a system that retails for \$199.00 and still needs a \$35.00 Booster for sound and stereo quality that's not as good as Genesis'.

Kevin McGaffey
Alvin, TX

I don't agree with your awarding the Sega Genesis the honor of "Best New System of 1989". While the hardware may be more advanced than the TurboGrafx-16, the majority of the Genesis games are no where near as good as those available for the Turbo. I know because I owned the Sega Genesis and traded it in for the TurboGrafx. Even the better Sega games, like Ghouls and Ghosts, are ruined because of annoying flicker problems that are so bad in some areas you can't even see your character! Is this 16-Bit power? If it is then I'd rather have the inferior system; especially when it plays more games of better quality

Mark Payne
Little Rock, AR

(ed. - Ever since we proclaimed the Genesis "System of the Year" in our annual Buyer's Guide, we've received a flood of mail from die-hard fans of both systems. Since this is becoming an issue of great debate, we urge users of both systems to respond with their feelings about the consoles and the games they play.)

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ELECTRONIC GAMING REVIEW CREW



STEVE

Having survived the CES in Las Vegas, Steve is now looking forward to his newest Genesis favorites Thunder Force 3 and Atomic Robo-Kid! The headhonor at EGM has also completed Bonk's Adventure and Neotopia for the Turbo!

ED

Some of Ed's favorite carts at the CES included Shinobi Kid and Moonwalker for the Sega 8 and 16-Bitters, Super C and Mario 3 for Nintendo, and Bonk's Adventure on the Turbo. Phantasy Star 2 continues to be high on Ed's list of top games however.

MARTIN

Martin has concentrated his game playing on the new Lynx games and an assortment of imported titles like Castlevania 3 for Famicom, Curse for the Mega Drive, Bloody Wolf on PC Engine and Red Alert for the PC Engine CD-ROM.

JIM

Jim is in video game heaven now that he's gotten hold of Castlevania 3, Batman, Bonk, and other side-scrolling action adventures. Asyranax and Super Mario 3 are also high on Jim's list this month.

NES - Nintendo

Super Mario Bros. 3

Type: Action Release: 2/15/90
Levels of Play: 8 Difficulty: Avg.



The long-awaited sequel and latest chapter in the Super Mario saga continues the running/jumping/block-breaking of the Italian duo of Mario and Luigi.

In this expanded update, you control a new Super Mario who must explore rounds of play that are scattered across landscapes. Claim areas and fight for control by playing a derivative of Mario Bros. New power-up items, special costumes that broaden Mario and Luigi's actions, and even nastier enemies make this the most challenging Super Mario yet.

NES - Sunsoft

Batman

Type: Action Release: 2/15/90
Levels of Play: 5 Difficulty: Avg.



The Caped Crusader comes to the video game screen courtesy of Sunsoft! In this NES adaptation of the comic book super hero and blockbuster movie, you must traverse multiple levels of vertical and horizontal scrolling to reach the Boss characters that guard the Joker. Pick up the power-up capsules that are left behind by certain enemies to increase your available weapons. Detailed intermissions which follow the storyline of the movie help explain the story and keep the action moving along at a fast pace.

Super Mario Bros. 3 is the largest, most detailed, graphical, superb, audio enhanced, three-megabyte piece loaded with perfect power-ups and extraordinary execution, most fun-to-play game I've seen on the Nintendo. This is one of the few games that comes close to a perfect "10" rating!

Batman consists of splendid game play that is coupled with decent graphics and backgrounds. I'm sure this game to capture the mood of the movie, but it does detract a bit from the overall appeal of the title. The intermissions are well done and there's plenty of challenge and play value here.

Nintendo has done the impossible. They have created a game so close to perfection as you can get. Take the best from SMB, add the changing personalities of SMB 2, and beef it up with 3 meg of power, hundreds of secrets, and hidden items, and you get the best game ever made for the NES!

Combine the climbing action from Ninja Gaiden and the action from Castlevania and you get the best action game of the season. The dark background graphics parallel those in the movie and add to the visual effect. Excellent intermissions and merciless Bosses will wear down even top players!

Super Mario Bros. 3 is awesome! It has so much to do and so many things to see, that it's hard to believe how they did it! Mario must now find new enemies while using power-up suits that allow him to change shapes in order to swim, fly, and do more! One of the best Nintendo games ever made!

The Dark Knight has arrived! Finally a game that does the Batman justice. This game has amazing graphics and game play. The dark background graphics are cool but could have been longer. I'd really have liked to have cruised in the Batmobile or flew in the Batwing, but all in all this is great gaming.

This is the best Nintendo game ever made. All new worlds, filled with multiple stages to conquer, huge scrolling graphics, challenging new opponents and hidden items everywhere along the way combine to make SMB 3 a thrilling game with near 16-Bit looks! You have to see it to believe it!

Batman is without a doubt one of the best action games to appear in a long while. The graphics are detailed, not a little dark, and the different weapon power-ups are a nice touch that increase involvement. The game gets repetitive, however, with new backgrounds the only real change in each round.

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NES - Jaleco

Bases Loaded 2

Type: Sports Release: 4/15
Levels of Play: N/A Difficulty: Avg.



The follow-up to one of the first and best Nintendo baseball games, Bases Loaded 2: The Second Season, expands upon the proven play concepts pioneered by the original and throws in all-new features like player Bio-rhythm charts, new angles of action, and a whole new season of competition. You can select your players and take to the field or go up against a computer opponent or friend in an impressive pitcher/batter duel.

NES - HAL America

Adventures of Lolo 2

Type: Act./Puzzle Release: 4/01
Levels of Play: 50 Difficulty: Hard



Saving Princess Lala is once again the duty of the wobbling and lovable fur-ball super-hero Lolo in this sequel to the action/strategy sleeper hit of '89.

Lolo must once again find his way through multiple numbers of mazes, avoiding the enemy attacks that can be triggered around every corner. Uncover items and proceed from one land to the next to reach your love and complete your quest.

NES - Culture Brain

Baseball Simulator

Type: Sports Release: 4/1
Levels of Play: N/A Difficulty: Avg.



Baseball Simulator 1.000 is a baseball game with a twist. Not only are you given complete control over the teams, line-ups, pitchers and other important aspects of play, you also have the option of selecting from a menu of different stadiums and special leagues where anything can happen! Add to these features a number of other play settings and you get a very different kind of baseball game for your NES!

Bases Loaded 2 may not be that different from the original, but it improves on some of the qualities that I found lacking. The player Bio-rhythm charts are a good visual way of showing performance, and the multiple angles used to follow the ball make it feel like you're part of a real game!

This game is extremely similar to the first Lolo title, but a few additions have been made to the theme to make it play slightly different. To me, Lolo never achieved the recognition it deserved, and this second entry should provide players with a second chance to experience a truly fine game.

Simulator does something that no other cert has done and that goes beyond your typical sports rulebook. This game lets you throw fireball bats that burn through player's bats, and take advantage of other special functions. It plays a great game of standard ball as well with good control.

How do you improve on the best NES baseball game? You can't. Don't get me wrong, changes have been made, but they revolve more around strategy as opposed to game play. You can now judge player biorythems among other things. Otherwise, the graphics are similar as well as sounds.

Lolo 2 is almost exactly like the original Lolo game - a cart that I found to be particularly enjoyable. What Lolo 2 essentially gives us is a whole new set of mazes, along with a couple of original features, in a package that looks and feels very much like the first. I'll rate them the same in my book.

At first this game looks like another me-too baseball game. The main game offers a simulation which is strictly average and no where near as good as Bases Loaded. If you want to have fun and do some really wild things, BS has an option which turns players into super-humans. It's not real, but

A good baseball game with tons of features and special game play variations. Bating, however, is sloppy and the control of fielders is awkward. The music is slightly annoying, but the graphics are pretty good. Despite some rough edges, Bases Loaded 2 is O.K.

If you played the first Lolo, you've essentially played the second one. Lolo 2 has the same game play and puzzle maze-type action of its predecessor, with some minor enhancements thrown in. The game opens with some great animation scenes, and edictiva game play rounds out the cart.

Forget realism, forget statistics, this game was designed for one thing - FUN! Baseball Simulator has got to be the most unique sports game ever made. I love the special pitches and hits like the fireball and Ninja pitches which cause hilarious reactions. Loads of fun!

Bases Loaded 2 goes to some new places that the original Lolo reached, but the game doesn't feel quite as good as the first. The fielders react stupidly, and I still favor a behind the plate perspective when hitting, instead of judging pitches from over the pitcher's shoulder. An average update.

Lolo 2 continues the unique game play of the first game. These puzzles for the NES do have some addictive qualities, but they are not exactly overwhelming in any area (graphics, game play, music, etc.). If you liked the first, then you'll like this one. If you don't like puzzle games than stay away.

Baseball Simulator plays a good game of standard ball, as well as taking advantage of a special league filled with power-players who possess the most extraordinary baseball skills. The game really excels here, taking advantage of the creative medium that video games are. A very nice game!



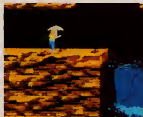
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DAVID CRANE'S
**A BOY
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NES - Jaleco

Astyanax

Type: Action Release: 4/01
Levels of Play: 6 Difficulty: Avg.



At one moment you're a student at Greenville High School when suddenly you're whisked away to a violent world filled with monsters and beasts beyond imagination. With a fairy as a guide, you must battle your way through these deadly labyrinths to reach the Boss guardians who stand between you and an evil Lord out to capture the powers of the beautiful Princess he has imprisoned. A variety of scrolling backgrounds, weapons, power-ups and more await you during your journey.

Astyanax seems to be inspired by the Turbo title, The Legend of Zelda, but comes no where near as close as its namesake in the areas of control and execution. Well drawn backgrounds and intermissions add to the game, but the poor movement detracts from the well-intentioned play concepts.

Astyanax didn't impress me much at all. While its heart is in the right place, the game just doesn't play or move well. The backgrounds are detailed in some areas and the cinemascopic intermissions are O.K., but that doesn't make up for the game's lack of appeal or fun.

This game tries to incorporate the Legend of Zelda style of play and powering-up into an NES game and only succeeds marginally. The graphics are decent, and there's a lot of different weapons and power-ups to relieve, but the game simply doesn't capture the same appeal.

Astyanax simply doesn't deliver what it intends to. All of the elements are, including side-scrolling action, detailed graphic-text intermissions and mean Boss characters. The biggest problem is in the game controls, which are sluggish and ineffective. Strictly average gaming here.

NES - FQ

Phantom Fighter

Type: Act./Adv. Release: 4/1/90
Levels of Play: 8 Difficulty: Avg.



You control Kenchi, the well-known Phantom Fighter, in a battle against the evil Chinese phantoms known as Kyonshies. You must traverse eight peaceful villages, battling the ghosts with your superior martial arts skills.

Phantom Fighter is supported with detailed scrolling backgrounds, extremely fluid animation in all the game characters, and a number of puzzle-filled quests to solve in between Kyonshie attacks.

Phantom Fighter is not an incredibly intense game, but it does a good job of taking your typical kung-fu action game one step further by adding graphic/text screens, scrolling playfields, and very well animated fighting techniques. Nothing new, but a proven theme has been enhanced.

Not a good game at all. While the background graphics are among the best, the game plays like a first-generation NES cert. The enemies in the game rooms jump and punch. You punch and kick. No fancy kick spins or slick moves here, just the very basics. PF is boring and unsatisfying.

What I thought would be a shoot-em-up rip-off instead turns out to be one of the best kung-fu games on the NES. Extremely smooth animation and quickly scrolling detailed backgrounds bring this game to life. Questions are thrown in to challenge your mind and a password rounds it out.

Phantom Fighter intends to be a super looking kung-fu kick-em-up and only succeeds half-way. The graphics are indeed well done, but the game itself is numbingly repetitive, with only a few text scenes thrown in to break up the action. Not enough here for more than a 5.

NES - Hudson Soft

XEXYZ

Type: Act./Adv. Release: 3/15
Levels of Play: 6 Difficulty: Avg.



Xexyz starts out as a standard action/adventure with rooms to explore and people to communicate with, and then expands its theme by taking players on a trip through all kinds of worlds in outer space and under the sea. Each round of play culminates in a battle with a Boss creature who possesses even more powerful abilities. All types of power-ups are obtainable along the way, in all of the different play environments that are visited.

What begins as a slightly below-average adventure game becomes much more complex and intriguing action title loaded with multiple environments. After getting into the game I became hooked. The graphics aren't great, but the execution is well laid out and slightly addictive.

The name has to go - no one can pronounce it! Otherwise we'd have a very good adventure/quest game similar in concept to Blaster Master. Xexyz offers a wide variety of challenging action in both character and shooter scenarios. Hidden rooms, shops, and variety in game play make this work.

A side-scrolling action/shooting game which borrows some of its play themes from games like Meg Man and Castlevania. The side sequences suffer from awful control problems, but the shooter scenes help speed the action up to a final confrontation with an alien Boss.

The graphics and music in Xexyz are nothing to write home about. They're very flat and very average. The game doesn't play well early on either, but the scope of the game does increase as higher levels are reached. Not a fabulous game, but one that offers enough to draw most action fans.

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lord, to free the students of River City High and
restore peace to the panic-stricken populace!



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NES - FCI

WCW Wrestling

Type: Sports Release: 3/1/90
Levels of Play: N/A Difficulty: Avg.



The newest entry into the video game Wrestling sweepstakes is FCI's World Championship Wrestling. This cart combines all the bone-crunching moves and back-breaking holds of the real 'sport', and carries the endorsement of the NWA! You can now control well-known competitors like Lex Luger and Ricky Steamboat in single or tag-team matches against a computer or human opponent. Great graphics, customizing holds, and fabulous voice effects round out this cart.

NES - Tengen

Shinobi

Type: Action Release: Now
Levels of Play: 8 Difficulty: Avg.



The classic arcade Ninja master makes his debut on the Nintendo Entertainment System courtesy of Tengen. Adapted from the coin-op game of the same name, NES Shinobi reproduces all of the star-throwing, karate kick-em-up action of the quarter-eater. Rescue hostages while wasting bad guys in each scrolling level of play, and take on the bigger and bigger Bosses that wait for you at the end. Don't be afraid to use some Ninja Magic for extra offensive muscle when things heat up!

NES - Taito

Wrath of Black Manta

Type: Action Release: 3/15
Levels of Play: N/A Difficulty: Avg.



Taito's Wrath of the Black Manta borrows from many different side-scrolling action games such as Rolling Thunder and Code Name: Viper. Manta utilizes play mechanics such as jumping and fighting, with special messages and graphic/text scenes thrown in to provide clues and move the game along. Each level culminates with a Boss battle before moving on to even more difficult levels of play.

Once you learn the proper methods of irritating attacks, this game becomes a load of fun. It has a much greater attention to detail, both in terms of animation and game play, than similar sports and promises to delight wrestling fans who got burned with WWF Wrestlemania.

Tengen's Shinobi looks vaguely like the arcade version, but the control of the main character as well as the overall game play are sorely lacking. The game still contains a high level of action with more than enough enemy thugs, but NES Shinobi unfortunately comes up short play-wise.

Wrath of the Black Manta looks fine and has all the necessary elements to create a great game, but the level character just doesn't control as precisely as it should. The intermissions have no real effect on game play, but despite these problems Manta offers enough excitement to deserve its rating.

Not a bad wrestling game! The selection of holds and moves in WCW is good, but the ability to execute the moves is only average. What gives the game its rating is the ability to select which moves to respond to which directional control. The graphics are average, but the audio is outstanding.

Just another version of the original game. Not as good as the SMS version, but if you've never played the SMS this one's O.K. The game is faithfully reproduced and about as good as the NES can do. The graphics are only average, audio is good and the game handles well.

This game is only slightly above-average in comparison to other action/adventure titles. The characters and backgrounds are drawn well, although the game doesn't quite move as smoothly as it should. Special hidden rooms, graphic/text screens and more are added to expend the appeal of Manta.

I'm not into wrestling games, but this is the best one I've seen so far. It features 12 different stars of the NWA, but the only difference I could see between characters were their special moves. Nice graphics, sound effects, and a good Warriors... what more could you want in a game!

A very poor translation of the famous arcade hit. Choppy graphics and animation, as well as clips and blips for sound effects, greatly reduce the appeal of NES Shinobi. The game also has backward control but slightly above-average game play. Not what Shinobi was meant to be.

This game is nothing spectacular, but it does have some decent thrills. The graphics are O.K. and the game play is fair, but there's nothing overly appealing about the cart in general. If you don't have Rolling Thunder than you might want to check it out.

The most notable thing about this game are the great voice effects. Seriously, this wrestling game improves upon previous attempts by allowing players to power-up their characters with super moves. The graphics are also handled much better, with recognizable images of the NWA wrestlers.

Shinobi is just one of those games that doesn't come off well on an 8-Bit machine. The NES version does play close to the arcade version, but not before sacrificing graphics, sound, and control. You have to look hard, but most of the coin-op Shinobi is intact.

This game moves quickly and plays well. Manta takes a Rolling Thunder theme and spices it up with well-timed intermissions and loads of hidden items and locations. Wrath of the Black Manta is not a fantastic game, but action fans shouldn't find this title disappointing.

Enjoy
Hudson

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SMS - Sega
Ultima 4

Type: RPG Release: 3/1/90
Levels of Play: N/A Difficulty: Hard



One of the most complex series of RPGs to ever appear for home computers is tried once again on video game screens - only this time for the Sega Master System!

Create your own character, or call up a current quest via the cart's battery back-up. Four-meg of power is displayed on the screen as you travel between villages, talking with inhabitants, purchasing weapons and armor, and increasing your ranking as you battle hordes of deadly monsters.

Like most RPGs, once you've built up a sufficient party of adventurers with good backbones, fighting your way through the villages and dungeons becomes much more palatable. Not existing at all, but RPG fans who need a long adventure on the 8-Bit should be happy. Personally, I'd pass.

An excellent translation of the popular computer game. Easily outperforms the NES game and offers many hours of play. The graphics are well done for the SMS. All the spells, magic, and fighting are here as are the mazes and battle scenes. If you finished Phantasy Star, start looking for Ultima 4.

This game doesn't have good graphics or sounds, but most games don't require such things to be considered worthwhile. The animation and sprite work are poor, the graphics are flat, but the size and challenge of this game are what makes it work.

Ultima 4 fits the niche for players who have been waiting for a hard RPG. While this game offers little in terms of intense action, the puzzles and sheer size of the play environment guarantees a lot of exploring. The character generation is well done, and the battery back-up is a welcome necessity.

Genesis - Sega
Mystic Defender

Type: Act./Adv. Release: Now
Levels of Play: 8 Difficulty: Avg.



You're the last of a dying breed - the Mystic Defender sent to rescue an imprisoned land. Use your magical skills to fight off a host of evil creatures who mutate and transform into even more aggressive monsters. The dual scrolling playfields lead you to even more powerful Boss creatures who award special weapons when defeated. A power gauge that stores up and increases the effectiveness of weapons adds strategy to the battles, while the maze-like structures add challenge.

Mystic Defender is a very well executed scrolling action title that may not get the attention it deserves next to better-known titles like the Golden Axe. In its own, Mystic Defender moves ahead now, but the action is good and the graphics are spectacular. Don't pass this up if you're an action game

Another graphically exciting game for the Genesis. MD really shows off the power of the 68000 processor. Strip away the superb graphics and audio, however, and you get another me-too action adventure. While the enemies are formidable and the weapons powerful, there should be more game.

An excellent Genesis game with unique play themes and new power-ups that utilize the power meter arrangement made popular in R-Type. Beautiful background graphics and music highlight the game. Awesome magic spells and challenging Bosses round out this cart.

Mystic Defender is one of the most striking video games yet created for the Genesis. The backgrounds are drawn in pristine detail, and the level of action is kept at a high pace throughout each level. Each round also is topped off with a number of Boss encounters. A super action/adventure!

Genesis - Sega
Phantasy Star 2

Type: RPG Release: 3/31/90
Levels of Play: N/A Difficulty: Hard



Without a doubt, this six-meg super game is on top of every Sega fan's list. Complete with battery back-up, Phantasy Star 2 continues the storyline developed by the first game and energizes the play mechanics with fantastically detailed 16-Bit graphics and sounds. The new quest involves the malfunctioning of a master computer that has once again repopulated the land with monsters. Many puzzles must be solved to fulfill the requirements of this adventure and restore peace.

Not being a fan of the original, this sequel, while visually stimulating, never really offers that much action or excitement. Some of the tasks to perform are bizarre, but the storyline is interesting for a while. PS2 can stand on its own, but fans of the first will appreciate it the most.

Incredible! The original PS on the SMS was an unbelievable game. Add more memory and throw in the power of the Genesis and you end up with the best, longest, and best RPG cart ever made! The price is scary, but considering how many hours it takes to complete, PS2 is definitely Sega's

RPGs aren't my thing, but this one has a monstrous quest which can get involved with and lost in. Don't spend many days solving this 6-meg masterpiece! I wish the battle scenes were on landscapes instead of a boring blue grid, but all in all PS2 is presented well.

From the opening animations that explain the storyline and describe the quest, to the final battles, PS2 is filled with puzzles, action, and mystery. The graphics are not exceptional, but are solid and well, and the battle scenes provide some of the nastiest-looking monsters you'll ever see. A great RPG!

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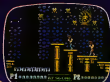
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TurboGrafx - NEC
Final Lap Twin

Type: Driver/RPG Release: Now
 Levels of Play: 20 Difficulty: Avg.



Rev your engines and get the pedal to the metal! Final Lap Twin is real racing action, with real tournament play in both Formula One and standard scenarios. Select between practice laps or a world tournament that takes you across the globe to race on some of the most famous tracks! Choose between automatic and manual transmissions and weave through the pack to reach the top six positions and go for first place. An ingenious RPG adventure is also included in this intense racer.

The racing portion of this title is executed well, with plenty of options available and 20 different tracks to race on. The tournament mode gets repetitive, even though the courses change, however, and you may be tired of racing by the time you reach the end. The RPG isn't great, but it is a fun diversion.

Overall a decent racing game. FLT offers good graphics and sound but the head-to-head competition is what makes the game fun. The race/question is different and not especially great, but as fast as Victory Run but much more enjoyable because of the two player split-screen play.

An RPG driving game, all I can to this already ridiculous idea is that its very poor first-person graphics and almost non-relevant quest makes this Turbo game which could have been a disaster if it stuck to the arcade original. Instead it ends up being a real disappointment.

Final Lap Twin doesn't excel as a RPG (there are very few choices you go in one direction and it's solved by an action driver. The split screen provides an interesting effect, but limits playability. The structure of the race is fine, and the difficulty is just right, but FLT is not intense enough as a racing game.

TurboGrafx - NEC
Cratermaze

Type: Maze Release: 3/15/90
 Levels of Play: 60 Difficulty: Varies



In Cratermaze, you must explore the passageways of 60 different mazes, each filled with scattered treasure as well as nasty creatures up to no good. These characters can be eliminated via a special crater-gun that creates holes which trap the bad guys, and also fill holes to kill them. Other power-up implements, like shoes to move faster and exploding bombs, can be used during each level. If you manage to defeat the mid-game and end-game Bosses, your friends will be freed!

The enjoyment you get depends on the difficulty. At its easiest, the game is a push-over, appealing only to younger audiences. At the higher levels, swinging doors, and faster bad guys end up making it almost too difficult. Either way, the game's not much fun and the graphics remain sparse.

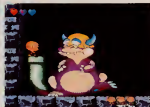
Another game oriented to younger players. If you are a Lode Runner fan it could be of interest but the 60 levels offer little variety to hold a player's interest. The difficulty selection either makes the game too easy or impossibly difficult. Graphics aren't exceptional and the game gets boring quickly.

An average maze-type game which seems to be Lode Runner with an overhead perspective. On its easiest levels, Cratermaze will prove to be a walk-through for most players. This one is definitely intended for younger players.

Cratermaze looks bright and fleshy, but has next to no game play. Not only are you doing the same thing on level 50 that you did on level 1, the game provides too many power-ups and degenerates into a walk-through with little appeal. Harder levels add challenge, but are too difficult. Forget it!

TurboGrafx - NEC
Bonk's Adventure

Type: Action Release: 4/15/90
 Levels of Play: 5 Difficulty: Hard



The new role-model for the NEC TurboGrafx appears to be Bonk: a sheepish cave wrenior with a very hard head!

Each level of Bonk is loaded with prehistoric creatures on land, in the air, and in the sea. Also present are colored flowers that hide extra surprises like life extenders and more monsters. Bonk can waste the bad guys and the Bosses they control by head-butting them or jumping high and landing head-first! Bonus rounds and special techniques round out the game.

This is the first real step NEC has made at developing an identifying character (which will appear in future games). This first effort is very good, from the graphics and animation to the sound effects and game play. The bonus rooms add diversity and the continue is welcome. A bit short, but very good!

Bonk's Adventure reminds me a lot of the Super Mario character. Bonk is a cute character cast in a well made game filled with above-average bright green colors. Levels are tied together well and executed even better. The Bosses are cartoony, yet mean, and whole game is very, very well done.

A great new action game for the Turbo! You're a caveman who must head-butt his way through prehistoric obstacles and dinosaur foes. Great! Excellent game play and bright and detailed cartoon-like graphics will delight all types of players. Enough challenge for all players.

Forget about the Cratermazes and Final Laps, this is what the Turbo does best! Bonk is an excellent side-scrolling action/adventure game with superb graphics, excellent music and sounds, and enough variety in the play mechanics to allow for all kinds of options. A great game

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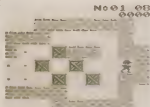


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GameBoy - FCi

Boxxle

Type: Puzzle Release: 3/15/90
Levels of Play: 108 Difficulty: Hard



Boxxle is a special puzzle game adapted from the computer game called So-Ko-Ban. In it you must move strategically-placed boxes onto an equal number of target dots that are placed in special positions. As a handy warehouse worker, you must use your brains to maneuver the crates around the room and onto the designated dots. Two sizes of action add even more challenge, an edit mode lets you create your own puzzles, and intermissions play between each level.

Boxxle is not just another GameBoy puzzle game - It is THE GameBoy puzzle game. This cart is extremely difficult, but also very challenging and even slightly addictive. The edit mode is a nice touch, but beating the 100+ puzzles the computer has to offer will keep anyone occupied for days.

A very addictive puzzle game. Pushing blocks on top of other sounds easy, but in reality proves to be quite challenging. Up to level 5 the game plays interesting. After that, however, it gets so hard and complex it becomes more of a chore. No real graphics or sound, but the game is fun for awhile.

A nice addition to the GameBoy library of games, Boxxle isn't an action title nor a shoot-em-up, but a very addictive puzzle game. Over 100 different screens each require thought and planning. A nice portable game that does get a bit repetitive.

There are too many puzzlers on GameBoy. While it's a nice match, one's mind can only take so much abuse before a headache sets in. Honestly, this game is a bit better than most, although it uses a small screen that's more murder on your vision. As a puzzler it's great, as a game it's only average.

GameBoy - Nintendo

Golf

Type: Sports Release: 3/15/90
Levels of Play: N/A Difficulty: Avg.



Beside bearing the distinction of the first GameBoy game with battery back-up, Nintendo's Golf for the hand-held GameBoy also manages to play a very decent game of golf!

A number of options are showcased, including inputting your name, selecting Japanese or American courses, and using any one of a dozen clubs. Sub-screens allow you to view the whole course and the green, and indicators display the relative ball position, wind speed, etc.

This game unfortunately is rather limited with only two courses. Beyond that minor problem, however, Golf is a remarkable simulation of the real sport that has to rank as one of the best versions ever done. No 3-D images are used, but the game is well made and should please golf fans.

This is the best GameBoy sports game to date. It's so good, in fact, that it outperforms the NES Golf. The holes are difficult to master, with traps everywhere. The battery back-up is a nice touch because it saves your scores. It's unique in some instances but remains excellent in almost every way.

GameBoy plays an excellent game of Golf. All of the features and aspects from the real sport are brought together perfectly in this portable version. 18 different holes to play and a battery back-up allows you to save previous games. Good scrolling and game play should please most golf fans.

This is a very good game that addresses nearly every aspect of the real sport. GameBoy Golf features all of the hazards and clubs you could ask for and injects the solid Golf rules into a cart that's powered with a battery back-up and has a smooth scrolling, isolated shots of specific areas and more!

GameBoy - Bandai

Hyper Lode Runner

Type: Puzzle Release: 4/15/90
Levels of Play: 50 Difficulty: Hard



An extension of the now-famous computer game, Hyper Lode Runner incorporates the standard LR rules within the smaller GameBoy screen. Game play scrolls to accommodate a larger playfield, although the whole level can be peused and viewed. The object is to retrieve pieces of gold by using ladders and ledges, while outsmarting the troops that give chase. The pursuers can be stopped by digging pits to trap them and play progresses when all treasures are captured.

I never liked Lode Runner at all since there are no weapons and no easy ways out. Plotting your strategy begins at the beginning of each level and while the object seems simple enough, even the earliest rounds are overly frustrating. The graphics are O.K., but the puzzling game play is no fun at all.

The NES version was a dog and so is the GameBoy copy. It plays hard and offers little enjoyment as you play. Each level is virtually the same and the game becomes frustrating very quickly. You like LR it is a good conversion and designed to be more difficult than average. Way too hard.

This is Lode Runner for GameBoy, that's all. If you've played the game on the NES or computer than that's all you can expect to get from this portable version. Decent game play and an edit mode are the strong points in this otherwise boring title.

Lode Runner was lousy as a computer game, lousy as an arcade game, lousy as an NES game, and remains lousy as a GameBoy game. Why spend the time making a puzzle game that is absolutely no fun at all? LR starts out good from the beginning and contains nothing to motivate play.

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CG

GameBoy - Acclaim

Kwirk

Type: Puzzleler Release: 3/01
Levels of Play: 99 Difficulty: Avg.



Sort of an expanded version of Boxle, with scrolling screens and multiple perspectives, Kwirk stars a punked-out chilled tomato who is occasionally aided by a cucumber-like buddy. The goal of the games featured on this cart is simple: push the blocks and move around the revolving turnstiles to reach the exit that leads to the next screen. Some blocks can be pushed over wells to destroy them, and an arcade-style game which awards points for expediency spice up the package.

Kwirk appears as though it has taken the Boxle concept one step further - especially in the "Headin' Out" mode that awards points for timing. The puzzles are no where near as challenging, however, making Kwirk a good start for beginners in this genre.

Yet another puzzle game for GameBoy. Even more complicated than Boxle though, Kwirk requires too many moves to be done in just the right order. It becomes too difficult too quickly and just isn't much fun to play. The average puzzle player will become frustrated in a very short while.

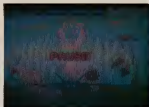
A Boxle spin-off with a few new game play features. Kwirk is similar to Boxle in that you must push your way through each screen to reach the exit. In Kwirk, you must push revolving blocks and hinges in the correct pattern. Another puzzle game that doesn't hold your interest too long.

Kwirk tries to be much more than it really is and it succeeds on most accounts. Some of the puzzles are very interesting and the fact that many tiny pieces are used to make up each puzzle makes the cart more diverse. Different options are nice, but don't really affect the game much.

Lynx - Atari

Blue Lightning

Type: Shooter Release: Now
Levels of Play: 9 Difficulty: Avg.



In this game you take command of a sleek jet-fighter, given new mission orders at the onset of each game level. Some levels show the on-screen fighter to maneuver freely while hunting down air and land-based targets, while others require precision flying through canyons. Guns and a limited number of missiles can be used against the enemy war machine, and codes allow you to continue at higher levels of play.

Blue Lightning is a showcase game for this extraordinary system. The smooth scrolling of the background coupled with the realistic scaling of objects, make this a visual tour-de-force. The game play, while changing slightly, is repetitive, but this remains a must-have buy for Lynx owners.

Probably the best game to show off the Lynx's unique and powerful scaling abilities. It was surprising that a hand-held could create an environment as well as this title. Constant combat make this a great shooter with action that just doesn't stop! BL is the best game Atari has shown so far.

WOW! Because of this game I am completely impressed by the graphic capabilities of the Lynx. Probably the best first-person scrolling I've seen since After Burner in the arcades. It gets a little repetitive, but the graphics and 3-D effects more than make up for it. Definitely the first-buy for the Lynx.

This game is outstanding, with graphic realism that before now could only be found in the arcades! The smooth first-person scrolling, combined with the constant shooting and deafening explosions all come together to create a cart that is filled with thrills and plenty of action!

Lynx - Atari

Chip's Challenge

Type: Puzzleler Release: Now
Levels of Play: 150 Difficulty: Hard



Chip's Challenge dares you to explore and find your way through 150 different puzzles loaded with hazards, dangers, and rewards. Only by securing the objective in each round, either retrieving target items and/or reaching a target location, will permit you to move ahead to more difficult rounds. Obstacles, puzzles, and multiple types of surfaces all combine to make Chip's Challenge a noticeable puzzle for this new system.

Chip's Challenge represents the first puzzle-type game for the Lynx. Chip's doesn't take the boring repetitive approach, however, instead introducing all kinds of themes and goals with each new level. The graphics and play are both superlative, with a good game the end result.

Chip's takes the box-type puzzle idea one step further by adding color and expanding the play theme into multi-screens. The scrolling is well implemented and adds to the game even more. Conveyor belts and other enhancements, as well as different goals, add variety and challenge to the

Chip's Challenge is a great maze/puzzle for the Lynx. Almost 150 different screens to scroll through and some of the most creative game concepts combine with the Lynx's impressive color graphics to create a challenging game that almost anyone will find entertaining. Very addictive.

This is the type of game that the Lynx should probably have, but it's not exactly overwhelming. Chip's Challenge has many different games that all must be mastered to progress to the highest level. Chip's is sure to keep you occupied for some time, but most will probably get bored before they finish it.

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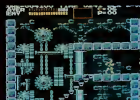
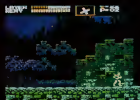
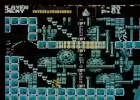
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INTERNATIONAL OUTLOOK

Steve Harris and Martin Alessi

One of the most successful video game characters ever created was Konami's Simon Belmont, the star of the original *Castlevania* as well as its sequel, *Simon's Quest - Castlevania 2*. Great graphics, music and game play all helped make Simon an instant hero in the first *Castlevania* game, introducing new weapons and play mechanics that have subsequently been copied by all kinds of side-scrolling action/adventures. All of these elements have set a new standard that similar softs must stand up to and surpass for greatness.

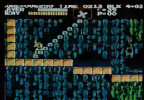
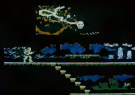
While the second *Castlevania* adventure drew mixed reviews from players and press because of the changes in game play and structure, fans of the original will be happy to learn that the super-charged sequel returns to *Castlevania*'s roots in the third installment. We are treated to an all-new quest, with even more options available than before!

Castlevania 3 (or *Dracula 3* as it's called in Japan) was released in December and is already climbing the charts! On the surface, the cart appears to play almost identically to the first *Castlevania* game, with much more of an emphasis made on the level of graphics quality and animation. Upon closer inspection, however, you're treated to a game that includes some adventuresome

overtones, but relies more on a solid base of action within an environment of huge proportions!

The most basic *Castlevania* sights and sounds remain intact. Simon controls almost exactly as he did in the first game, and he uses a whip which can be lengthened as well as powered-up. Various objects appear which can be destroyed to reveal hearts for special weapons, power-ups, and the normal functions found in previous *Castlevania* adventures.

Some of the most noticeable new features found in *Castlevania 3* revolve around the goal of the game. This time out Simon must travel many different paths before reaching his final destination and battling the ultimate evil. Other mini-Bosses must be overcome and Simon must speak with various characters before he is ready to take on the last Bosses and complete his mission. *Castlevania* makes this much more difficult by presenting two different paths at each junction along the way. Whenever a level of play is completed and a Boss guardian defeated, a map of *Castlevania* is displayed, marking the progress that has been made, and then two different paths are shown. Depending on which road is taken, Simon will get closer to his goal and the end of the game!



SIMON BELMONT RETURNS TO BATTLE IN CASTLEVANIA 3

Another new addition made to the Castlevania theme in part three introduces a whole new level of strategy and excitement into play. During the course of the quest, Simon must battle several major Bosses such as a hunch-backed Igor and the brother to Count Dracula, the vile Count Alucard. Other allies, such as the Vampire Hunter, are held captive by other creatures. When these special Bosses are reached and defeated, Simon will become endowed with their special powers! Much like in the game Mega Man, you must know when to activate certain personalities and weapons.

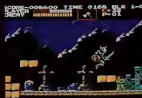
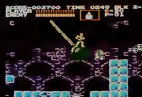
The alter ego feature serves several purposes. First of all, it requires Simon to explore and visit all of the lands in Castlevania. Because later rounds require the use of the many different characters, it quickly becomes impossible for Simon to continue without them - like being able to take advantage of Igor's wall climbing powers or the Count's ability to change into a bat and fly over dangers and extremely wide chasms.

Game play incorporates both verticle and horizontal scrolling through extremely well-drawn lands filled with creatures and monsters in all shapes and sizes! In addition to fighting the evil foes that chase Simon, Castlevania

3 is also loaded with hazards that range from swinging pendulums to rotating gears. Conveyor belts, breaking stones, rotating platforms, smashing spikes, and falling stones are but a sampling of the surprises that await Simon in his third outing against Dracula. Castlevania doesn't stop there, either. Now you must not only eliminate the blood-sucker, but also several other monsters! The final conflicts takes place in the chambers of an enormous demon who attacks Simon in a manner almost identical to Loki from the Genesis game Ghouls and Ghosts. While the Nintendo version of this battle is no where near as detailed, it is just as challenging! Destroy the last creation and Castlevania is saved! Or is it?

CASTLEVANIA 3 U.S. RELEASE?

With all of its new features and superb graphics, Castlevania now stands out as one of the best games Konami has ever produced for the Nintendo system. It's light years ahead of the other chapters in the Castlevania trilogy and deserves the full attention of American game players. Will we see it on these shores any time soon? Not likely. Konami has indicated that they are reviewing the game for possible release, but a decision has yet to be made.





gaming gossip

New Coin-Op Super System for Home...Mega Man and Gai Den sequels...Camerica creates cheat device...Super Famicom Update...Nintendo Super-Charger...New Hand-Held Systems...Hot Arcade Titles... Simon Belmont's identity revealed...and more...

...The hot news I received just after issue 8 went to press was that SNK, one of the leaders in NES softs, would unveil a new hardware system based around the same processor format as the Sega Genesis! The SNK Neo Geo uses twin Z-80 and 68000 processors, with a special graphics chip set enabling the system to produce some incredible visuals. The system will be launched in arcades, and consumers (at least in Japan) will then be able to buy the hardware and go to the local arcade to rent the games that are being played in the quarter-munching boxes! I've turned over additional top secret info to editor Harris for this issue's Electronic Gaming Express, so get the full story there...If the Neo Geo concept works, we've already heard reports of several other major video game companies entertaining the same idea of arcade hardware game rentals...Another report has Sony entering the marketplace with a new machine that will play CDs as its one and only game storage medium. While this rumor is totally unconfirmed, Sony's major stance in the video game market (both in the U.S. and Japan) makes this a possibility...

...Here's the ultimate gaming peripheral - a plug on that let's you enter the deepest levels of a game's programming and change the code to start at different levels and with extra men! It's a reality that one of the leading NES peripheral suppliers, Camerica, will be bringing to the market in 1990. Who needs secret codes when you have something like this?...While we're on the subject of Camerica, yours truly has heard several rumors concerning a package of over 20 titles that Camerica is planning to release for the Nintendo without the big N's approval. Why become a licensee in the first place?...

...New dates for the Super Famicom's release in Japan. D-Day for the 16-Bit Nintendo Super System has been pushed back to March of 1991! Nintendo is rumored to be stalling in an effort to phase out their 8-Bit machine gradually and avoid running two production lines at the same time. Currently a dozen-plus companies have signed on and are currently into development of softs, including Konami with a 16-Bit Super Teenage Mutant Ninja Turtles...In a related rumor, several American companies have been approached with some documentation and video of exactly what kind of power the Super Famicom can muster. Does this mean Nintendo will reverse their partline and issue a target date for stateside release? A high level unconfirmed rumor speculates on an August, 1991 release for Nintendo's 16-Bit, so don't hold your breath...In Japan, Konami's Castlevania hero is named Ralph Belmont - sounds like a silent film star...

Several sequels are now underway despite the lack of a formal announcement from the companies involved. Most exciting of all is the confirmation from Quatermann that Mega Man 3 is now in development. You can bet that our intrepid hero's third adventure will be his best yet, although Dr. Wily's participation in the project can't be confirmed at this time...Another hot sequel, that may be programmed for the 16-Bit Nintendo, is Ninja GaiDen 3. Although the second installment of the GaiDen trilogy won't appear until summer, Tecmo is already hard at work at the closing chapter of the master Ninja's thrilling adventures. After the third game, Ryu will be retired in favor of a new character that is now being created by the wizards at Tecmo...

...Keep it under your hats, but Quatermann has learned that a California company has developed a special device that will upgrade your existing NES into a full-fledged 32-Bit powerhouse! The adapter utilizes the NES for only minor functions and employs a specially designed chip to generate the extremely detailed graphics and sounds. More on this one in the future...Out of all the new movie promos I've seen, Dick Tracy looks like it holds the most potential, both as a movie and as a game - especially since Sega just acquired the rights for their Genesis system...And what was 34 year-old Mr. Tetris's favorite game at the recent CES in Las Vegas? The world-famous designer of the hit computer, consumer, coin-op game Tetris was rumored to have been overheard singing the praises of Aradia's new strategy/board game Spot, based on the animated dots that come to life and pop off the side of 7-Up cans in the product's television commercials...

...The new hand-helds are looking hot! Now that I've held the NEC portable I can honestly say that it is impressive, with a crystal clear screen that is rumored to have been developed with Epson, the computer giant...The best new arcade game I've seen lately is Aliens - based on the movie and filled with lots of firepower, exploding chests, and slimy monsters...Check it out...Also look out for Fire Shark, the sequel to Sky Shark, Vapor Trail from Data East, and Final Fight from Capcom (rumored to be going to Genesis)...Till next time...

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Simulator 1,000.TM A certain publisher highly rated this game as the best among NES sports games.

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KUNG-FU HEROES

Jacky and Lee, it's up to you to break through the Demon's Castle and rescue Princess Min-Min!
The exciting ARCADE HIT
'Chinese Hero' is back, powered up for the NES!

32 stages packed with action and loaded with excitement!
The king of comical fighting games is here!

With family or friends, it's dual-play fun!



Sword

They say that a hero of an ancient legend once held this treasure. There's only one in this world.



Gun Ball

Aim at the enemies and fire away! Once you've tried this weapon, you'll be hooked.



Sake (wine)

Sorry, guys. It's not for kids. But give it to the Dragon, and he'll be reeling!



Shorin Temple Mark B

If the Cat Meow hits you with her beam, you'll turn to stone. But this treasure will protect you from it.



Shorin Temple Mark A

Watch out for Mr. Coffin, he'll grab on to you. But with this treasure, you'll be able to fight back.



Mirror

A mysterious relic of ancient magic. It reflects the enemies' beams. The fighting is a lot easier if you've got the mirror.



GRAB THE TREASURES!



COMICAL ACTIONS!

Hmm... let's see.
Now where does this
warp hole lead to?



Who knows what
wonders and enemies
await you?

There's Bonus Stages, hidden
treasures, Warp Zones, and
plenty of other exciting secrets
to discover!



Look for the legendary treasures that'll help you defeat the
Demon's Army! The Dragon's scales are hard as steel, so
you'll need the Legendary Sword! Watch out for the Medusa
Beams! Better have the mirror
handy! Gather all the treasures,
and you'll be an awesome
Kung-Fu Hero!

So this is the
legendary sword!



The wicked Demon's Army is out to get you. The evil Kung-Fu
Commandos, the Gunmen with their gigantic bazookas,
the magical Medusa Cats, and lots of other enemies inhabit
the eight Demon's Castles. Punch and kick your way to the
ultimate in two-player excitement!



- ① **Yeow! It's the huge and horrible Uni-Gon!**
If you're not an expert yet,
your best bet is to just
run away. Use the warp
tunnel to escape.

- ② **Here it is, the warp hole!**
It'll send you through another
level to the next castle. What strange
wonders are waiting on
the other side?

- ③ **A million point bonus!**
There's plenty of hidden tricks, too.
And here's one of them! In one of the
stages, if you jump on to a suspicious-
looking place, you'll get a million-point
bonus! Can you discover this secret?



- It's the **DRAGON!** Now's the time to ④
use the sword.

His scales are as hard as steel. There's
only one thing that'll cut
through them—the
legendary sword!

- All right! It's the **Bonus Stage!** ⑤

Go in to the underground room and rack
up points! Grab as many bonuses
as you can, before
time runs out.

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IT'S A BATTLE OF THE

AFTER A PROLONGED SILENCE,
THE LEGEND RETURNS!

SUPER REAL KUNG-FU GAME.

FLYING DRAGON

You'll face the toughest challengers from six
different styles of fighting, at the World Tournament
of Contact Sports.

The gong has sounded. Now it's up to you to
become the World Champion.



The refined game play and
sophisticated action will leave you breathless with excitement. When it comes to
realistic kung-fu games, there's only one champion—
FLYING DRAGON.

You are Ryuhi, a dedicated student of the ancient art of Kung-Fu. But your wise master has been kidnapped, and with him, the Secret Scrolls, which hold the key to awesome fighting skills. Now, set out to defeat the evil Tusk Soldiers and regain the scrolls. Your goal: The World Tournament of Contact Sports, where you will seek out the evil warriors of darkness.

CHAMPIONS

FLYING DRAGON™

The classic hand-to-hand combat game and arcade hit (Shang-Hai Kid*) is back, especially enhanced for the NES!

KUNG-FU SO REAL, YOU'LL BE OUT OF BREATH!

It's the first game to include realistic defensive techniques, letting you thrill to the most authentic kung-fu fighting ever created in a videogame.

With an incredible assortment of moves at your command, you'll feel like an expert fighter, thanks to the support of Artificial Intelligence programming. Here are just some of the fantastic moves you'll master.



1. MANY SECRETS AWAIT YOU!

Set forth on a journey to regain the Secret Scrolls and the hidden techniques they hold.

2. THE POWER OF JUSTICE

Only by completing the mandara seal can you gain its mystical powers and defeat Dargon, the lord of the Tusk Soldiers.

3. TRAINING SESSION

Start your training at Shorinji, the legendary birthplace of Kung-Fu.

4. DEFEAT THE SOLDIERS FROM DARKNESS

It's Dargon, and he's transformed into a deadly opponent! You'll need the ultimate move, the Hiryu-no-Ken kick, to knock him down!

5. YOU WILL BE A HERO!

Fight your way through the World Tournament of Contact Sports. Victory will be in your hands.

Nintendo

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Why is it said
that this is the
top baseball game?

As you may have learned through the articles in magazines and other media, Baseball Simulator 1.000 has been rated as the top baseball game among professional game evaluators. It's because this game cartridge with 2 megs and a backup battery is packed with a great number of ideas that fulfill your needs.

Play the game your way:

For instance, up to 6 players can compete, in addition to that, you can select from 5 games to a full-scale 165 game pennant race. Full-auto pennant simulator feature will progress a pennant race automatically as long as a power supply lasts. Edit function lets you enter any information you want to change any existing team, or you can create six original teams and save them all. This video game is the only place that allows those hilarious and eccentric Ultra-plays. These are just a few examples. Baseball Simulator 1.000 is fully loaded with all the desirable features you can think of. For that reason it's possible for you to play it your own way.

TEAM	W	L	SV	IP	ERA	WHIP	WAR
Yankees	100	60	15	1500	3.50	1.20	150
Red Sox	95	65	10	1450	3.80	1.25	145
Brewers	90	70	12	1400	4.00	1.30	140
Mariners	85	75	8	1350	4.20	1.35	135
Giants	80	80	10	1300	4.50	1.40	130
Indians	75	85	5	1250	4.80	1.45	125
Pirates	70	90	3	1200	5.00	1.50	120
Angels	65	95	2	1150	5.20	1.55	115
Padres	60	100	1	1100	5.50	1.60	110
Marlins	55	105	0	1050	5.80	1.65	105
Braves	50	110	0	1000	6.00	1.70	100
Phillies	45	115	0	950	6.20	1.75	95
Rockies	40	120	0	900	6.50	1.80	90
Twins	35	125	0	850	6.80	1.85	85
Blue Jays	30	130	0	800	7.00	1.90	80
Montreal	25	135	0	750	7.20	1.95	75
White Sox	20	140	0	700	7.50	2.00	70
Cardinals	15	145	0	650	7.80	2.05	65
Pastors	10	150	0	600	8.00	2.10	60
Reds	5	155	0	550	8.20	2.15	55
Mariners	0	160	0	500	8.50	2.20	50

Complete Editing

Start with a full team of 12 batters and six pitchers. Then, you decide what kind of team to make. Enter the exact stats you want for a winning team. Use the latest major league stats, make an all-star team, even enter yourself as the star. With six programmable teams, you'll have a whole league of your own!

Intense and Realistic Action

Make a team of quick runners for a fast-paced game. Create players with awesome power for an all-out Home Run Derby. Or give your team the hottest hurlers for an intense pitching game. No matter what kind of game you want to play, it's all possible.



Televised Season Simulation

With the Full Auto Season, you can play out a continuous season and watch your team from game to game. Even individual players can be tracked with full stats and top-10 rankings. Go for the triple crown!

THE PERFECT SIM

BASEBALL SIMULATOR 1.000



MULATOR

ALL ATOR 1000



BASEBALL SIMULATOR 1000

The following is the comparative table shows the contrast among baseball games regarded as the top hit. We believe that you can see how exceptional Baseball Simulator 1,000 is.

The newest Baseball games, a comparative table

	Baseball Simulator 1,000	A company's baseball game
SEASON PLAY	5- game season, 30, 60, to full-length 165- game season	From 2 to 125 game season
STADIUM SELECTION	six different stadiums	one stadium
TEAM'S STATS SAVE & DISPLAY FEATURES	Yes	Yes
PLAYER'S STATS SAVE & DISPLAY	Top-10 lists are created for six different categories. Also keeps full stats of all 100 players.	Top-10 lists are created for six different categories.
TEAMS	From 18 to 24	From 8 to 14
TWO PLAYER MODE	7- game series. Series stats are created.	Single game only
FULL AUTOMATIC SEASON SIMULATION	Yes	none
ULTRA PLAY	25 kinds of Ultra play	none



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① FULL EDITING FOR UP TO SIX TEAMS.

Play ball with your favorite major league stars, heroes from the past, fantasy leagues—even enter yourself as the star! Enter team and player names, and all the important stats for your very own team.

② A COMPLETE, SIX-TEAM, 165-GAME PENNANT RACE.

Play a full length season with six teams, for 5, 30, 60, or even 165 games. Follow the teams and players through the season—monitor their stats, even get top-10 rankings in batting and pitching.

③ FULLY AUTOMATIC SIMULATION.

Simulate a full season based on statistics. The season can be played automatically, while you can enjoy following a team through its games. And by editing team and player abilities, it's a full-auto simulation game.

④ THE HILARIOUS FEATURES OF ULTRA PLAY.

Add a whole new dimension of fun to baseball with the wacky Ultra Plays. Throw pitches that disappear or speed up in mid-air. Flight back with bats that explode or knock out the fielders. And catch them by leaping hundreds of feet in the air. With the six teams of the Ultra League, you'll play baseball like it's never been played before!

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ONE DAY PEACEFUL ARABIA WAS AT-
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CIAN SABARON SUMMONED THEM FROM
THE DARK WORLD FOR HIS EVIL DESIRE.
ONE BRAVE MAGICIAN ATTEMPTED TO
FIGHT HIM.
BUT HE FAILED, AND HIS SWEETHEART
WAS TAKEN AND ALL HIS MEMORIES
ERASED.

The Magic
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HE WAS EVEN THROWN INTO A DIFFER-
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DO YOU REMEMBER THIS? THE YOUNG
MAGICIAN IS YOU.
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The five nations in Arabia have been dominated by summoned giant demons.

The devil of the water, Gilga, is lurking on the bottom of the moving lake to submerge the world. The demon of winter, Troll, snows on the forest and freezes everything.....

You are the direct descendant of the legendary magician Isfa. You must use your magic to face



Magical spells came to life on the screen in winds of fire and storms of electricity.

up to these evil spirits.

But don't be pessimistic about it. You can get all the help you need from eleven allies who have various strengths to bring on more powerful magics. With them you can call a flash of lightening, you can give rise to a burst of flames to burn your enemies, and more....



Raise your strength with an assortment of swords, magical rods, and special items.

Moreover, when the Alalart solar eclipse blocks out the sun, it is

time for you to bring the Great Magic into play. You can fill up your energy as well as your items, or cover a sunbaked desert with rain. Your mission is to travel through the magical world of Arabia and time to defeat the



An encounter with the enemy! Create a battle formation with your allies, then fight 4-on-4 with powerful magic!

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FIRST LOOKS AT NEW HAND-HELD AND PORTABLE MACHINES FOR NINTENDO, SEGA, AND NEC SYSTEMS

"The only constant is change."

This adage holds particularly true for the video game market, where technological strides in hardware and game designs are necessary elements in the evolution of the marketplace.

While the most recent high-tech battleground proved to be the 16-Bit consoles, with NEC's TurboGrafx-16 and Sega's Genesis machines the principle contenders, the next war fought between the gaming goliaths may not be in your living room. Fueled by reports in the last issue of Electronic Gaming Monthly, we've set out to bring you the complete story on the next-generation of handheld game machines that are soon to appear on these shores.

Led by the current leaders in the portable gaming field, Nintendo (with GameBoy) and Atari (with their more powerful Lynx), the hand-held party will soon be crashed by even more advanced units from NEC and Sega that will not only bring complete mobility to game play, but also allow you to use vast libraries of existing games. Even more advanced features may be available on these newer systems.

The staff of EGM has traveled the world, contacting the designers of these machines, to create the following article. While more details are sure to follow in the months to come, we've compiled the latest facts and figures on the primary weapons set to battle in the war of the hand-helds, as well as new info on the GameBoy and Lynx.

BDL's Nintendo Express

With talk and rumors of all kinds of color hand-held and portable systems coming from all the major guns, many insiders have been waiting for Nintendo to make a similar announcement with a new ColorBoy or GameBoy 2 color machine. For the time being, however, Nintendo has officially stated that they have no plans to release such a device.

But wait! It appears that a portable Nintendo game system will appear this year! BDL, a new high-tech company with an extremely bright future, has secretly engineered the new system and will now produce the machine themselves with Nintendo's seal of approval. Without a doubt the most exciting of all the new portables, the BDL unit not

not only utilize a special color screen, but will also play all current NES cartridges!

Called the Nintendo Express, BDL's new wonder-system uses a specially constructed 4 inch color CRT with a unique back-lit system that produces vivid picture quality. Carts snap into the back of the unit and provide all of the enjoyment of standard NES games on the go!

Through special designing by high-tech wizard Paul Biederman, BDL eliminated unnecessary circuitry and scaled the system down onto a board that measures only three inches by five inches. The end result is a NES with a handle and built-in screen that's lightweight and completely portable.



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SEGA™	Adventure	\$69.95	12/1/84
	Defender	\$49.95	12/1/84
	Phoenix	\$49.95	12/1/84
	Super 3200	\$49.95	12/1/84
ATARI™	Defender	\$49.95	12/1/84
	Phoenix	\$49.95	12/1/84
	Super 3200	\$49.95	12/1/84
	Adventure	\$69.95	12/1/84
ATARI 5200™	Defender	\$49.95	12/1/84
	Phoenix	\$49.95	12/1/84
	Super 3200	\$49.95	12/1/84
	Adventure	\$69.95	12/1/84
GAME BOY™	Defender	\$49.95	12/1/84
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The Nintendo Express increases the features of the normal NES as well. The system comes with a special stereo simulator built-in and accessible through standard headphones which plug into the unit. The Express sends parallel sound info into a special stereo chip, much the same way other controllers like the Hudson Sansui SSS do. The effect this has on game play is quite impressive.

Since the Nintendo Express is still in an early prototype form, several questions remain in regards to player/machine interface. BDL was uncertain as to whether or not a cross-pad configuration would be built into the surface of Express, or if normal joystick ports would be used to allow players to use their favorite controllers.

With such a large screen (bigger than any other competing portable), you may be asking yourself how long the batteries last. Surprisingly, the Nintendo Express is said to outlast even the black and white Nintendo GameBoy, with an average battery life that reaches between 40 and 60 hours! This incredible feat is done by using a special AC/DC transformer arrangement. It must be noted, however, that this could not be confirmed. The Nintendo Express will also come with an AC adapter and car cigarette lighter interface for extra power when it's needed.

The Nintendo Express is now being finished up for final tooling and production. Since the system will take advantage of a special procedure that embeds the circuitry into the plastic casing, BDL is attempting to get the size down even more before release.

Will a portable Nintendo excite players? Most likely, considering the fact that over 20 million standard NES machines are now in service. While the Express won't offer anything new in terms of game play, doesn't it sound exciting to be able to play Ninja Gaiden wherever and whenever you want to? As you know, a system is only as good as the games it plays - and the Nintendo Express will play a lot.

NEC's Portable TurboGrafx-16

Displayed for the first time behind closed doors during the recent CES exhibition in Las Vegas, this powerful portable is shaping up to be a potential contender in the hand-held sweepstakes. This advanced system boasts full compatibility with all existing TurboGrafx-16 games for on-the-go play of all your favorite Turbo titles.

The hand-held Turbo, developed by Hudson in Japan under the project name 774, will allow players to enjoy the advanced graphics and sounds of the TurboGrafx games on a small screen that can go just about anywhere!

The jet black prototype incorporates a sleek design that is roughly eight inches by four inches in size. Near the center of the unit is a 2.6 inch color display with phenomenal 400 x 270 resolution (better than the Lynx or Genesis). This display produces game pictures with extraordinary clarity that suffer from little to no after-image blurring.

In the lower-half of the hand-held, a standard flat pad occupies the left-side of the unit, with buttons arranged in a pattern that is similar to the Nintendo GameBoy in layout. Two extra turbo switches, for rapid-fire action, also grace the surface of the system.

Many of the more specific details, such as name and price, remain unanswered since the system is still at the pre-production stage and only three prototypes exist.

While the name still remains a mystery even to NEC, we've heard several prices from knowledgeable sources that range from \$150 (admittedly low by the developer's standards) to over \$300! The most respected figures place it somewhere between the \$200 and \$250 mark, but it must be noted once again that the project is still far enough away from production to make such price quotes questionable.

A special attachment is already under development for the Turbo hand-held, although it is rumored to not be

quite finished yet. A special tuner, enabling the machine to double as a portable television capable of grabbing your favorite TV shows from the airwaves, will attach to the side of the machine and allow you to select different stations. It is unclear as to whether or not this tuner will be packed with the basic package, although representatives of NEC indicated that such a tuner would represent only a marginal increase in price. As a separately sold peripheral, however, the cost would likely be much greater. Regardless of the cost, the fact that it can double as a portable system only increases the system's appeal, but likely its price as well.

The first prototypes apparently are compatible with the Japanese PC Engine versions of the games, but only minor modifications are required to make the system interchangeable with the American Turbo.

Will original titles be developed for the NEC hand-held? Probably, since a special Air Hockey game was shown with the prototype at the CES. This Pong-type game takes advantage of a special video-link adapter that will let up to eight people (same as the Atari Lynx) play simultaneously. With such capabilities, softs that capitalize on the feature are likely around the corner.

Game machine, television, 8-player combo play and more make the NEC a state-of-the-art machine. But can it attract attention? It has a very good chance, but the price and availability of games are the real key to its success.



Sega's Master System Portable

Although we have reported on the existence of a Sega portable system for several months now, it appears that the hand-held is compatible with the company's 8-Bit Master System, not the 16-Bit Genesis as previously stated. While this could conceivably mean a larger selection of compatible titles, it also means that Sega portable gamers will have to remain content with the older library of less sophisticated games, not the graphically superior Genesis carts.

Some of the most interesting rumors we've heard concerning the Sega portable are in reference to the games it can play. A source close to the project indicated that the unit will be able to play only Master System card games (like other hand-holds). If this is true, it would drastically limit the number of games that can be immediately played on the self-contained system. Possible remedies to this problem include a cartridge adapter that allows the unit to accept existing Master System carts, or a new series of Master System software that is released onto card format only.

An early prototype of the system, called the Micro-Drive in Japan, is shaped like a large Genesis controller, with pad and speaker located to the left of a small color screen, and all the buttons on the right. Contrast, brightness, and volume dials are directly next to an ear phone jack on the bottom of the machine, while a possible TV tuner and antenna may attach to the top.

The Sega portable system may not be called the Micro Drive in the U.S., but the machine is supposed to make appearances on store shelves in the third and fourth quarter of this year. As it stands, Sega is poised to beat NEC into the market with a hand-held that plays console games, but the unit is definitely not going to enjoy the same type of attraction that a 16-Bit go-anywhere system would have generated. In fact, it seems doubtful that much interest could be created when the current word-association that most players now have with Sega is Genesis.

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NEW SNK 16-BIT GAME SYSTEM BRINGS REAL ARCADE GAMES HOME IN JAPAN!



Did you think that the NEC TurboGrafx-16 and Sega Genesis were the best a video game system can be? How about the NEC Super Grafx or as-yet-to-be-released Nintendo Super Famicom? Well, all of the mega-machines now have new competition from one of the leading producers of coin-operated arcade games and Nintendo carts!

SNK Corporation of Japan recently unveiled a revolutionary new idea in video game system technology that literally brings the power of the arcades home. Through the use of their new Neo-Geo console, players will be able to rent the same softs they play in arcades for a fraction of the cost! Game centers will be able to rent the same titles that are used in SNK's Multi-Video System video game jukebox (which holds up to six games in one cabinet) for play at home!

The power behind the Neo-Geo is a twin Z-80 and 68000 16-Bit CPU (identical to the Genesis) with a combined total of 66K screen Ram. The Neo-Geo surpasses the Genesis, as well as all other game systems, in the number of available colors (65,536 - twice the number of Nintendo's 16-Bit Super Famicom) with a whopping 4,096 displayed at any one time! Furthermore, the Neo-Geo can accommodate 380 sprites on-screen simultaneously, five times greater than either the Genesis or TurboGrafx!

And what about the Neo-Geo games? The first selection of six titles touches on common themes that include a shooter called 'Nam 1975 (similar in appearance and execution to Cabal), a 16-Bit version of SNK's Baseball Stars, another super-charged sports game called Top Players' Golf, an ad-

venture with fantastic graphics entitled Magician Lord, a 3-D grand prix racer, and a graphic/text adventure. Most of these games use an incredible amount of memory (between 40 and 62 meg), putting them out of the range of most people's pocketbooks. But with the exciting arcade-rental arrangement, you simply borrow the softs that make the system run!

While SNK is attempting to solicit support for the Neo-Geo from other game companies, it appears that they will be supplying most of the titles.

Will the Neo-Geo come to America? Yes and no. Rumors surrounding the release of the Neo-Geo/Multi-Video System into U.S. arcades are already appearing in coin-op trade publications. With SNK's strong ties to Nintendo, however, it's unlikely that the home console emerges soon. Look for more info on this exciting new concept in home video games in the new issue of Electronic Gaming Express!



This advanced arcade-quality joystick comes with the new SNK Neo-Geo!

NEO GEO GAMES!



'Nam 1975 is a shooter that with a Cabal viewpoint.



Baseball Stars is SNK's 16-Bit version of baseball!



Top Players' Golf is one of the best we've ever seen!



Magician Lord is a great action/adventure entry!

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Not doing your homework could be a mistake. Every move you make could jeopardize your fellow rescuers, and those held captive.

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Can you outwit and overcome the thoroughly-evil Warlock Lord? His mysterious spell holds Castle Shadowgate captive. Dozens of hidden pitfalls and nasty entities lurk in every corner.

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Tricks of the Trade

SECRET VIDEO GAME TRICKS, CODES, AND STRATEGIES



SUPER 'C' 10 Man Trick

Blast to the highest rounds of this upcoming sequel to Contra with this tip! During the title screen, press Right, Left, Down, Up, 'A', 'B', and then 'Start'. You'll be awarded 10 men at the beginning of play and every time that you continue your game!



GAMEBOY CASTLEVANIA Secret 1-Up

This is a very simple tip that will allow you to raise your reserves of lives by one. When the game begins, ignore the first torch that you see. Whatever you do, don't whip it! If you collect all the torches after that, you'll discover that one will become a 1-Up instead of being just another coin!



BASES LOADED Special Code

There is a secret code that will allow you to easily win the pennant. When the password screen appears, enter:

JAELECO

Play the one game and see what happens, you're sure to be happy!
Andy Peters

GHOULS AND GHOSTS Invincibility

We printed the top secret trick for instant warps to anywhere in the game Ghouls and Ghosts in issue 6 of EGM, but now we're back again with a new code that's perfect for players who want to win, but also don't want to miss the spectacular sights and sounds that are delivered along the way!

To initiate this superb power-up, you must press the the pad Up, Down, Left, and then Right. Each time you press the pad you must also press the 'A' button at the same time (do NOT hold down button 'A' or the trick will not work).

Now, after you have finished with this, you should hear a short harp sound (just like when you activated the level select from issue 6). When you hear this tone, HOLD DOWN button 'B' and press 'Start'. Next, let go of the 'B' button and HOLD DOWN button 'C' and press 'Start'. Now go show 'em who's Boss!

Brian Gatti
Manhasset, NY



NES TETRIS

Level Skip

Normally you are allowed to begin your Tetris game on levels one to nine, but with this special technique you can start as high as level 19!

To perform this trick, move the prompt to the desired level and then hold down the 'A' button and press 'Start'. Ten levels will be added to whatever starting round you selected (0 becomes 10, etc.).

WONDER BOY 3

Special Password

To begin the game as WonderBoy, enter all blanks when asked for a password. This will start our hero off on his adventure completely powered-up and with all available weapons, armor, and stones! What a way to begin a day!

Rico Castro

North Olmsted, OH

THE BLACK BASS

Special Password Features

Here's a clue that will change the way the meters work and let you know how well you are using your lure in addition to alerting you when your line becomes too weak.

Input "HBMAX" instead of your name and keep your lure working above 6.0 on the bar-meter. For big fish, don't cast out too far or you'll never get them in!

Russel Sonmore

Buckley, WA



FORGOTTEN WORLDS

Unlimited Life

Forgotten Worlds can get incredibly hectic, and downright difficult in the one-player mode. To gain unlimited lives without having to purchase reincarnation vials, simply hit 'Start' to pause when your life is low, and switch to controller two. Hit 'Start' for new life!



REVENGE OF SHINOBI

Unlimited Men

In round 4-2 of Revenge of Shinobi, there are many hidden power-ups that can be revealed by shooting directly at their hidden locations, including a 2-Up! At the beginning of the round, walk to the edge of the pit and jump straight up, flipping and firing a spread of stars before coming down. This should expose a 1-Up on the ledge across from the pit. Jump over to the other side of the ledge when this 1-Up is exposed (it will still be half-hidden behind the ledge) and then walk off the ledge to the left, grabbing the power-up before falling off the screen. Although you will lose one man in the process, two men will be added to your reserves! Repeat this process to get as many lives as you like!



GHOULS AN GHOSTS

Secret Slow-Motion Mode

Ghouls and Ghosts for the Sega Genesis can be a tough game, but it is possible to slow down the action with this wild new trick!

As the title screen appears, press the pad Up, Down, Left, and Right. Each time you press the pad, push the 'A' button simultaneously (like you did to initiate the Invincibility mode on page 44). If done correctly, you'll hear a short harp sound letting you know the trick is now working.

Next, keep pressing 'Start' until the game begins and your character appears. Wait for the 'Get Ready' prompt and then press 'Start' once again to pause play.

Now you can hold down the 'B' button and the action will move in slow-motion. Do NOT unpause the game by pressing 'Start' again. Instead, hold the 'B' button and move the pad as you would during a normal game. While the movements on-screen may appear jerky, the action does indeed slow down and make the adventure much less taxing for poor Arthur.

Brian Gatti
Manhasset, NY

Please note: Some Ghouls and Ghosts cartridges may not contain the level select, invincibility, and slow-motion features.



ZANAC Special Message

When you finish the game, wait for the credits and then watch the fairy. When she stops moving, press both 'A' and 'B' on both controllers and a new message appears! (Could they mean Guardian Legend???)

Troy Malik



KINGS OF THE BEACH Pasosede

Here's all you need to warp higher in the tournament mode of this great new volleyball game!

Stage One
Stage Two
Stage Three
Stage Four

SideOut
Gekko
TopFlite
SunDevil

Brad Cooper



REVENGE OF SHINOBI Unlimited Knives

Running out of throwing knives can be a tough thing for a Ninja, but this trick will put an end to those problems! In the options screen, change the beginning number of weapons to 00 and wait for ten seconds, not touching anything. The 00 will become an infinity sign and you'll never run out!



OTHELLO Chip Flip

Board games are fun, but move video versions won't let you cheat. Now you can secretly flip your opponent's chips in the game Othello by pressing 'Select', 'A', 'B', 'B', 'A', 'B', 'A', 'A', 'B', followed by Up, Down, 'Select', 'Select', and then start!

Joe Plumber

KNIGHT RIDER

Hidden Level Select and Special Message

Here are two helpful tricks in Acclaim's Knight Rider. Press the 'A' and 'B' buttons before turning the power on. Turn the NES on and when the title screen appears, let go of them. Choose the mission or driving mode. "Select Mode" will appear and each number represents a city (e.g. San Fran is number one, Toronto is number seven, etc.). For a special message, hold 'Start' and 'Select' before turning on the power and see what happens.

Martin Blais

Richmond, Quebec

BLUE LIGHTNING

Pasosede Warps and Lunatic Bonus

Blue Lightning is one of the best flight simulator shoot-em-ups available for any system, but many of the game levels are extremely difficult. With the following codes printed below, you will now be able to automatically rocket to any level of play for air-to-air and air-to-ground combat unlike anything you've ever seen before!

In addition to these codes, there is also a special bonus that can be achieved, but only the most skilled pilots should attempt the daring maneuver. During the fourth level, where a low ceiling is maintained and canyons fill the screen, you can get a special 45,000 point bonus if you kick in your afterburners once your plane enters the canyon walls. When this is done, your plane will speed up (making negotiation of the round more difficult), and the "Lunatic Bonus" will be tallied up.

Mission 2
Mission 3
Mission 4
Mission 5
Mission 6
Mission 7
Mission 8
Mission 9

PLAN
ALFA
BELL
NINE
LOCK
HAND
FIEA
LIFE

Brian Gatti
Manhasset, NY

FIGHTING STREET

Secret Inputs

Fighting Street can be very difficult to complete, even for the most seasoned players. There is a new technique that has been discovered, however, that will allow anyone to take advantage of several built-in options - if you know the secret! Use these to finish this great CD game.

First, you must get a score high enough to allow you to access and enter your name on the high score table. Depending on which set of special initials you input, you're given all types of enhancements and options:

- .AS - Level Select
- .SD - Ryu throws all super punches
- .LK - Ryu uses all super techniques

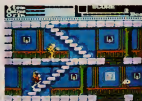
8-EYES

Special Codes

8-Eyes can be a very complicated game, but with these super secret codes you can progress to the highest rounds almost immediately! Try both and see what happens:

**TAXAN TAXAN
FINAL STAGE**

Now you're ready for the final battle!



BLAZING LAZERS

Invincibility

After accessing the sound test by holding 'Select' and toggling the pad Left and Right, press button 1, press button 2, and then hit 'Select' 21 times (see EGM #6 for more details). Move the sound test to 6E and hold Down on the pad before pressing 'Run' for invincibility!



BASEBALL STARS

Power-Up Teams

To create a super team in the SNK baseball game, Baseball Stars, use these special power-up techniques. The first trick will give you a power-up team, while the second one supplies you with an all-girl power-up team! Here we go:

First of all, make a team using the 'A' button as normal. Then press Down, Right, Left, Down, Down, Right, and Up. The question "When isn't it?" will appear. Change this to "When it is". Now you are free to input the team name and logo.

For a switch, you can select an all-female team composed of powerful women as well! Although the trick is similar to the men's team, there are some minor changes so pay attention:

Once again, make a team. Press Down, Right, Left, Down, Down, Right and then Up, making sure not to touch any of the buttons. Go to veterans three times, each time going to a different category. On the third time, press the 'A' button.

"What is a Wren" will appear. Change this phrase to "A Bird." and remove the remaining letters. Press the 'B' button and then the 'A' button and you'll be free to put in the team name and the logo to start play with the most powerful women!

Dennis Bononami
Woodridge, IL

WE STAND CORRECTED!

In issue 6 of EGM we mistakenly printed incorrect procedures for several tips. On Galaga '90, press and hold the pad Up when pressing the 'Run' button to access the power-ups (not button 1 as was printed). In Legendary Axe hold 'Select' and button 1 while pressing the pad to the Left for extra continues (don't hold button 2).

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Send: Publications, Inc. is not responsible for the submission of similar or identical tips, and is not obligated to award free game carts to those people who submit information that has already been printed or was previously located by the staff of the magazine or any affiliated publication or media source. In the case of two identical tips being submitted, the first tip received will be chosen as the winner. Final selection of games is up to us. Void where prohibited by law.

PHOTOS OF 100 NEW NINTENDO, SEGA, TURBO AND GENESIS GAMES

ELECTRONIC GAMING PREVIEW

THE MOST COMPLETE REPORT
YOU'LL FIND ON THE GAMES OF CES

ELECTRONIC GAMING MONTHLY TAKES YOU...

BEHIND THE SCENES AT CES

Twice a year the big guns in the video game industry gather together to participate in one of the largest trade conventions of its kind. The bi-annual Consumer Electronics Show (CES) not only provides game manufacturers with an excellent opportunity to show off their latest softs to toy store buyers, it also gives mags like EGM the chance to sample the carts that will begin appearing throughout the year.

The most notable participant at the show, as you could probably guess, is Nintendo. The gargantuan Nintendo booth, which measures in at around the same size as a football field, not only contains the new innovations from the video game mega-power, but also includes most of the third-party licensees (which now number more than 50). At the Winter CES, more than 100 new NES games were shown, in addition to nearly 90 new GameBoy softs (watch for EGM #10 for previews and photos of the new portable carts).

In the other corner was Sega, recently liberated from their Tonka distribution agreement and showcasing both 8-Bit and 16-Bit titles within the walls of their maze-like presentation area. While several new 8-Bitters occupied their area, the major focus and most of

TWICE A YEAR THE BIG GUNS IN THE VIDEO GAME INDUSTRY GATHER TOGETHER TO PARTIC- IPATE IN ONE OF THE LARGEST TRADE CONVENTIONS - THE CONSUMER ELECTRONICS SHOW

the attention was reserved for the 16-Bit games and the selection of new third-party games being offered for the first time by names such as Treco, Seismic, Dreamworks, and Activision. Some of the best games at the show were to be found in the Sega booth.

The last big-name player to appear on the show-floor was NEC. Making up for their no-show at the last summer CES, NEC pulled out all the stops to make the CES premiere of their TurboGrafx-16 game system a success. Mixing previews of familiar titles like Bonk's Adventure and Neutopia with unreleased PC Engine softs seemed to attract some attention, not to mention the use of enormous big-screen televisions to project the action!

While the CES may seem like a game player's paradise (and it is!), your diligent EGM staff was there in another capacity: to document the entire show in words and pictures! We've done our best to insure multiple photos of every game at the convention for this EGM special! Many of these games have never been seen before, and others were shown to EGM on an exclusive photographic basis. We've done our best to bring you the real reason for the show...GAMES, GAMES, GAMES!



The new king-size Nintendo GameBoy system with full-color 40 inch screen!



The Consumer Electronics Show is always filled with exciting sights and sounds!



The Sega video wall displayed over a dozen games simultaneously to viewers!

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NINTENDO

P • L • A • Y • E • R

Steve Harris

NEW GAMES & LICENSEES KEEP NES ON TOP!

While occupying a slightly smaller space than the previous CES, the mammoth Nintendo booth packed in a number of new licensees with dozens of veterans determined to show off their best.

Some of these new companies, such as Bullet-Proof Software and Square may not be familiar names, but they've produced some of the hottest NES titles ever made (*Tetris* and *Rad Racer* respectively). Other new licensees included Arcadia Systems (coin-op and computer manufacturer), INTV (previously the major agent for the old Intellivision), Parker Bros. (leaving Sega for the NES), as well as JVC and the American Softworks Corp.

The other big news at the Nintendo booth revolved around the company's Satellite and Four Score peripherals. These wireless and conventional adapters will make it possible for up to four people to interact simultaneously on some games. Both Nintendo, with their Super Spike V'Ball, and other licensees showcased new carts that will take advantage of the multi-player function.

Secret developments included the distribution of more information on the 16-Bit Nintendo, raising the possibility of a stateside release. A prototype of a new computer keypad, for use with the NES's upcoming modem peripheral, was also shown to selected parties.



Acclaim - July
NARC

While graphically no where near as good as the arcade original, the Acclaim version of *Narc* makes a very good attempt at bringing the violent street action home. This one may get toned down a bit for home release, but hopefully it will remain the same.

Konami - Now

TOP GUN 2

This is what the first *Top Gun* for the NES should have been. Konami has taken their time here and produced a highly playable, occasionally intense simulator/shooter loaded with some nice effects and play that blows the first game out of the sky!



Taxan - May/June

LOW 'G' MAN

Low G Man (Low Gravity Man) merges a number of proven play concepts with detailed scrolling backgrounds, hidden goodies, heavy power-ups and huge Bosses. The closed door preview we received at the show left us begging for more!



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Data East - Now
HEAVY BARREL

In this Contra-type battle game, you control a super-soldier out to piece together the ultimate weapon! While this title does possess some nice scrolling graphics and potent power-ups (which are collected by unlocking chests with keys), the game play suffers from poor controls that make certain tight situations next to impossible to negotiate. Diagonal movement and firing are particularly frustrating and diminish the appeal of an otherwise fine coin-op translation!



FCI - July
AD&D - HEROES OF THE LANCE

FCI's latest addition to their library of adventure and quest games draws on one of the most famous names of the genre. AD&D - Heroes of the Lance, borrows the name and some of the game play from the successful SSI computer game, with detailed graphics, multiple party members, and action that combines straightforward attacks with adventure overtones. Promised as the first in a series of AD&D games (with Pools of Radiance set to follow), FCI has another exciting series of games.



Ultra - August
MISSION: IMPOSSIBLE

In this video game adaptation of the famous television spy show (now on T.V. once again), you're given the special mission which consequently destroys itself. Using digitized pictures of Peter Graves and other show stars, you must negotiate hazard-filled areas while collecting power-ups, enhancements, and clues that will help you solve the storyline. Beyond the cool premise, Mission: Impossible delivers decent graphics and game play that is slow and resembles the feel of Metal Gear.



Kemco - March
BUGS BUNNY BIRTHDAY BASH

Another cartoon license from Kemco, and the second such cart based on the popular Bugs Bunny character, Bugs Bunny's Birthday Blow-Out combines superbly drawn graphic/text screens with action-packed scrolling playfields loaded with carrots and other goodies to collect. Along the way, plenty of Bugs' pals make cameo appearances, including Daffy Duck, Foghorn Leghorn, Tweety Bird, Pepe LePew and more! A good Super Mario derivative with great cartoon-like graphics.



BANDAI

DIG DUG II

Trouble in Paradise

DIG DUG has decided to chill out from the pressures of the real world by taking a long overdue vacation on a beautiful Caribbean island. "At last," he thinks to himself, "sun, sand, surf, and no more hassles from those miserable pests, POOKA and FYGARI!" Lying in a hammock strung between the graceful palm trees, he drifts off into a blissful dream of beautiful bikini clad native girls catering to his every wish. But just when he thinks he's got it made in the shade, along come his troublesome enemies to turn his peaceful paradise into a tropical nightmare. Help DIG DUG rid the island of these irritating intruders and bring tranquility back to his vacation by the sea.

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Konami - April
SUPER C

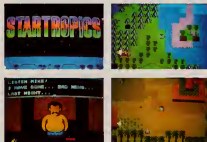
Undoubtedly one of the best video games shown at the CES was Super 'C' (or Super Contra) from Konami. From the spectacular new level of graphics detail to the varied cast of enemy weapons and dangers, this game had us begging for more!

Continuing the theme from the original Contra, this one or two-player cooperative contest not only features some of the best graphics ever packed into a Nintendo cart, it also has intense horizontal and verticle shooting action that blew away nearly every other NES game at the show! This is a blockbuster from beginning to end, that has the perfect combination of fast-moving battles, super graphics and animation, challenging Bosses, and explosive power-ups.



Nintendo - April
Star Tropics

Star Tropics is Nintendo's latest in-house action/adventure effort. Using play mechanics that are vaguely similar to Goonies 2 in the action sequences and countless other RPGs in the overhead scenes, Star Tropics uses advanced programming techniques to create full-screen images that fully animate! As a warrior on a mission to unlock the mysteries of an island civilization, you must move throughout multiple screens, talking with villagers and other important people, while battling your way through all kinds of obstacles!



Asmik - May
WURM

Wurm stood out as one of the few action games boasting a lot more than just shoot, shoot, shoot, play mechanics. In Wurm you pilot a special craft that can perform a number of incredible feats.

The game is divided into several different sections, including graphic/text screens that help explain the storyline while allowing you to select different responses to each encounter. Dual-scrolling shooting action leads into first-person target shooting and even new angles of play. Wurm is a different type of shoot-em-up, but refreshing in a number of ways.



Capcom - March

CODE NAME: VIPER

Part Rolling Thunder, part Bionic Commando, Capcom's Viper is a fantastic game. Graphic/text screens are used to break up the continuous scrolling action as our hero makes his way around the world in search of the bad guys.



BPS - October

HATRIS

The NES sequel to Tetris from the Russian designer who started it all! From what we saw, Hatris wasn't exactly a worthy sequel, with bland graphics and less than thrilling play. Perhaps they'll try the computer sequel, Weltris, and leave this one home.



BPS - July

PIPE DREAM

Adapted from the Lucasfilm computer game, Pipe Dream places you in the position of creating a maze of pipes that lead in the correct direction to drain off before the water that travels through the maze catches up.



Nexoft - May

WIZARDRY

One of the hottest RPGs in Japan, translated from one of the most successful quest series for home PCs, makes its way to the NES. Create a party and journey through three-dimensional mazes filled with wondrous treasures and hideous monsters!



Milton Bradley - November

TIME LORD

This RPG, programmed by the European wizards at RARE, combines action and adventure elements together to capture the best of both worlds. While the game comes off well, die-hard fans of either genre may be disappointed.



Milton Bradley - April

ABODOX

This shooter carries many standard features we've come to expect from the best blast-em-ups like highly detailed scrolling backgrounds, weapon upgrades for superior firepower, and large Boss attackers to conclude each round of play. Great game!



Romstar - May

RALLY BIKE

Blaze your way through a variety of different landscapes, locating the best paths to take while avoiding opposing vehicles. An overhead perspective is used in this racing game that offers enough diversity in layouts to remain challenging.



Acclaim - June

BIGFOOT

Challenge yourself or others to a multi-event contest featuring the giant car-crushing trucks and starring the one and only Bigfoot. Blaze through all types of powerhouse contests in this very different type of driver!



HAL - March

LOLO 2

That waddling puzzle-solver, Lolo, is back once again with all-new rooms to conquer. Wind your way through each room, retrieving the heart containers that allow you to progress to higher rounds, and the power-ups that let you take the bad guys on!



Asmik - May

COSMIC EPSILON

In this Space Harrier-ish first-person fighting game, you command a flying soldier against a high-tech world full of opponents. Decent game play was improved greatly with a 3-D mode that requires special glasses and produces dazzling effects!



Kemco - March

SNOOPY'S SPORTS

Snoopy's Silly Sports Spectacular mixes the game play of Konami's classic Track and Field, with the lovable Snoopy character in a bunch of events that look and play just like cartoons! A great game for the younger set, filled with a lot of fun and good looks!



Asmik - June

JACK & BEANSTALK

The Jack and the Beanstalk fairy tale comes to life, albeit somewhat haphazardly. This cartoony action/adventure cart tries to capture the feel of Super Mario games, but doesn't succeed. To its credit, Jack looks good, but unfortunately plays



Irem - July

IMAGE FIGHT

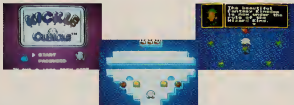
A superb arcade shooter comes to life on the NES with equal quality! Image Fight introduces all kinds of exciting new power-up implements, in an outer-space shoot-out that matches some of the best Nintendo has seen! Great game!



Irem - November

KICKLE CUBICLE

What looks like an abstract kiddie-game is instead a very addictive action/strategy cart filled with possibilities. Using some play concepts pioneered in the ancient coin-op Pengo, you slide enemies away while forming bridges to higher levels!



Vic Tokai - April

CONFLICT

This is another NES attempt at bringing the action and suspense of board war games home. In Conflict you control armies within a self-contained environment, with all movements and action transpiring on a hex grid. War gamers should love it!



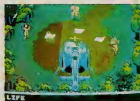
Ultra - March

METAL GEAR 2 - SNAKE'S REVENGE

The sequel to Metal Gear is finally here, returning the intrepid super soldier Solid Snake to a whole new region torn by strife and conflict. In this all-new mission, you must search out the roots of this enemy insurrection and stop the Metal Gear project once and for all!

While Metal Gear 2 - Snake's Revenge holds true to the original in almost every respect, the game play is unfortunately too similar to the first. While the predecessor to Snake's Revenge was an undeniable hit, the Metal Gear concept has since been duplicated by several other games. The gaming scene is now crowded by other titles that share the same "search, find, and destroy" theme populating most of Snake's Revenge.

There are new enhancements, but the game play, not to mention the graphic look and feel of the game, don't offer a lot of new surprises. Snake's Revenge isn't a bad game, but it truly is Metal Gear done all over again.



Nintendo - April PINBOT

The classic arcade pinball machine is brought to life once again on the NES. This is one of the best video pins ever made, with a scrolling playfield that keeps constant watch over important areas (flippers, etc.), while following the ball up the screen and through the bumpers, ball locks, and other targets. All the action and strategy of Pin-Bot are captured faithfully, in a game that is very fun to play.



Milton Bradley - June CAPTAIN SKY HAWK

One of the most surprising games of the show. Excellent scrolling graphics, featuring pseudo-3D landscapes offer powerfully attractive action filled with lots to shoot and plenty of explosions. First-person rounds slow down and dull the game somewhat, but the primary scrolling battles make this one of the most exciting original efforts (programmed by RARE) seen at the show.





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Tecmo - April
NINJA GAIDEN 2

The Dark Sword of Chaos begins where the first GaiDen ends, revealing new mysteries, including the fact that Jaquio was simply a henchman for a much stronger Boss. Or was he? One of the greatest new games previewed, GaiDen 2 is a winner!



Data East - August
BATTLE CHESS

A very classy translation from the Interplay computer original, this chess game goes one step further by using animated movies of different characters fighting. The thrill is lost, however, due to the painfully slow speed at which the results transpire.



LJN - April
NIGHTMARE ELM ST.

A Nightmare on Elm Street pits you against fiendish Freddy Kruger, the disfigured monster out to capture the souls of the Elm St. kids while they sleep. While skipping on the gore, this game provides some decent thrills and 4-player combo action.



Bandal - May
DYNOWARZ

Small characters and poor-man's scrolling highlight this action game that features little excitement and a lack of detail. The graphics and sounds are adequate at best, and the whole game suffers from not being filled with enough to do.



Arcadia Systems - July
SPOT

The stars of the new 7-Up commercials have their own game, and surprisingly, it's very good! Resembling a cross between checkers and Othello, Spot's title character dances and performs other animations, while up to two people try to capture more spots.



Nintendo - April

FINAL FANTASY

Continuing their push for more RPGs, Nintendo delivers Final Fantasy. This is a role-player with some adventure-style scenes, scrolling graphics, and text interaction with a number of characters that help provide clues and give advice along the way.



CSG Imagesoft - June

SOLSTICE

Developed from a computer title, this game holds up well on the NES, with well-drawn three-dimensional rooms, secret passages, and special items that help make moving through-out the game a little easier. Thumbs up to CSG for this welcome surprise!



Data East - April

ALIEN ASYLUM

The first in a series of low-priced (\$19.95) games from Data East, Dash Galaxy in the Alien Asylum is an original effort that combines cool intros with box-moving stage selection and a number of very basic games within a game.



Capcom - June

RESCUE RANGERS

Another Disney game from Capcom! Chip and Dale's Rescue Rangers uses graphic/text screens to introduce the game and then switches to a horizontally scrolling action game filled with new techniques and hidden power-ups. A very good game.



Capcom - June

MAGIC KINGDOM

The other Disney game at the show was Capcom's Adventures in the Magic Kingdom. Using well-defined graphic/text screens and dual scrolling overhead movements, you can travel the Disney park, where each ride is a game in itself!



Square - April
RAD RACER 2

Rad Racer 2 continues the look and feel of the first real Nintendo driver with a slew of new courses and a much larger map to traverse. The play remains the same, which means a lot more good times on the road! Nothing real new, but a solid game.



Bandai - July
GILLIGAN'S ISLAND

This adventure RPG features the crew of the shipwrecked S.S. Minnow and casts you in the lead role of the Skipper. Following you through your adventures is first mate Gilligan. Together you must use your wits and collect info to solve the quest.



Tradewest - April
OFF ROAD

The multi-player arcade hit comes home to the NES as a multi-player racer courtesy of the Four Score and Satellite. Rip up the road and increase your power through multiple tracks filled with obstacles, jumps, and more!



Tecmo - March
WORLD WRESTLING

Tecmo leaps into another sport and the results are impressive! Basic wrestling moves are accompanied by a commentator who follows the action at the bottom of the screen, and isolated close-ups of well-executed techniques.



LJN - March
X-MEN

The comic book super heroes face their toughest battles yet in this new NES cart. Select a team of two characters and use their special abilities while you race through the vertically scrolling playfields towards the ultimate Boss!



Milton Bradley - July

CABAL

Based on the coin-op quarter muncher, Milton Bradley's Cabal cart for the NES surprisingly captures most of the activity from the arcade original. It's you against the enemy in a battle pitting you and a machine gun against hordes of advancing troops. Top notch graphics and play!



Toho - July

CIRCUS CAPER

A mysterious circus serves as the setting for this original and refreshing change of pace in the RPG realm. Instead of fighting monsters with swords and magic, you must take on the denizens of the big top in a quest that's part RPG, part text, and part action/adventure!



Matchbox - May

WEB WORLD

Some detailed intermission graphics help set the tone for this creepy action/strategy game. Work your way about the screen, trapping victims in your deadly webs, while avoiding the enemy creatures and obstacles that constantly attack. A unique game that deserves more investigation.



Data East - April

AL UNSER RACING

Turbo Racing is Data East's entry into the racing sweepstakes. Their effort features qualifying laps, a number of different courses, and customizing features, not to mention the Al Unser name. A flicker problem showed up, but otherwise a fine game.



Asmik - Now

TOP PLAYER TENNIS

Boasting the endorsement of Ivan Lendl and Chris Evert, not to mention full four-player compatibility with the NES Satellite and Four Score, Asmik's Top Player Tennis stands out as one of the best tennis carts available for the NES.



Seta - May

BUILT TO WIN

An interesting road rally racer that allows you to participate in activities related to the city you've reached (like gambling in Las Vegas). Customizing features expand play options even more, but unfortunately the racing portion of the game is weak.



Sofel - June

WALL STREET KID

This is one of the most unique RPGs we saw at CES. Instead of collecting armor and weapons to increase your booty, you fight corporate battles, collecting cash and stocks, to increase your portfolio. Definitely not mainstream, but the quest looks good.



Arcadia Systems - July

SILVER SURFER

Here comes another comic book super hero determined to save the day! You assume the role of the title character, in a shooter that presents targets in both horizontal and vertical environments. Good graphics and a lack of color round out the cart.



LJN - April

BACK TO FUTURE 2

Beam Software programmed this little gem that, while better than the original Future game from LJN, is still not exactly a blockbuster. The graphics and game interaction are much better, and more exposure to the game could reveal more qualities.



Tecmo - May

BAD NEWS BASEBALL

Tecmo expands their sports library with this new version of baseball that is slanted towards a younger audience. With cartoon-like backgrounds and characters, BNB loses some realism, but the bright colors and cinematic effects add an original touch.



Electrobrain - March

PUSS 'N BOOTS

This cartoon action/adventure stars a super cat named Pero who must find his way through multiple levels of scrolling obstacles. Along the way, Pero can uncover items and battle the enemy characters that stand in his way. Control could have been better.



LJN - April

THE PUNISHER

Take a nasty comic book killer and place him in a scrolling shooter. As the detailed backgrounds move by, you control a target that can blast away bad guys and street objects. The constant interaction is nice, but game play becomes repetitive.



NTVIC - May

ISOLATED WARRIOR

One of the best new games unveiled at CES was this three-quarter perspective scrolling shooter. Move about the diagonally-moving playfield (similar in appearance to the classic Zaxxon arcade game), wasting opponents and grabbing up power-ups.



Taito - March

BLACK MANTA

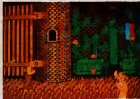
Wrath of the Black Manta is the complete title of this Americanized version of Japan's Ninja Cop. Combine scrolling action similar to Rolling Thunder, with the additional techniques and graphic/text screens of Gaiden and you have an idea of Manta.



Seta - April

CASTLE OF DEMONS

Into the Flames of Darklarza is the subtitle of this side-scrolling battle action game. Ghosts and Goblins-type maps, and large end-level Bosses round out a package filled with good graphics, sound, and solid game play. A nice effort from Seta.



Kemco - May

ROCKET RANGER

Take the Nazi's out of the computer version and you get the Kemco NES translation. Good graphics and a number of varied contests test your skills as you fight through standard play themes as well as large animated screens and more!



Tengen - June

LICENSE TO KILL

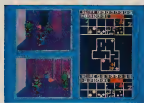
Relive the adventures of James Bond, agent 007 in this licensed effort. Not only do you control the super-spy in multiple levels of play, you also take control of amazing gadgets and powerful hardware like a helicopter, boat, and tanker truck. Decent graphics and play bring the movies to life!



Tengen - April

XYBOTS

This first-person maze/shoot-em-up gathered little attention in the arcades due to the complexity of play. As an NES cart, however, Xybots offers lots to interact with, special rooms to explore, and the ability to rotate in 360 degrees and view all angles from your position. A hard game to convert.



Tengen - April

POLICE ACADEMY

Police Academy casts you in several different roles, assuming the identities of each of the Police Academy hopefuls, all out to save Commandant Lassard's prized goldfish. Each character must overcome his/her own set of obstacles in this finely detailed action/adventure title.



LJN - April

PICTIONARY

Play the popular board game on your NES! This Pictionary combines the drawing/guessing of the real thing, with special mini-games that challenge your game playing skills. None of the mini-games are too substantial, and the real game is more fun.



Vic Tokai - May

THE MAFAT CONSPIRACY

The specially titled sequel to Vic Tokai's in-house super-hero, Golgo 13, stood out and above similar efforts at CES.

The government once again calls on Golgo 13 to help solve a sinister plot by a criminal organization. A special spy satellite has fallen from the sky, and threats of a terrorist bombing are beginning to come from the mysterious Mafat organization. Can Golgo help?

Superb graphics, fantastic new intermissions, and hard-hitting game play make Mafat an explosive winner!



TURBO CHAMP

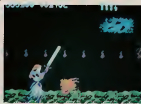
Steve Harris

NEC SHOWCASES PC ENGINE & CINEMAWARE

With the exception of the Portable TurboGrafx shown to selected retailers and press (see *Electronic Gaming Express* for complete details), the excitement at the NEC booth surrounded the company's newer titles *Bank's Adventure* (which they hope to develop into a series of games), *Neutopia*, and *Cyber Core*, as well as the new alliance with software developer Cinemaware. In addition to porting over the majority of their TV Sports line-up (including *Football*, *Baseball*, and *Boxing*), Cinemaware is also working on new frontiers in CD-ROM technology with *It Came From the Desert* - a sci-fi action game featuring real digitized images, movie-quality musical scores, and voice!

NEC showcased a number of PC Engines titles at CES, many of which have already been licensed from Japan. Some of the games that are going to be released later in the year include *Shanghai*, *Microbox*, and *Double Dungeon*, while cards under evaluation include *Sinibad*, *Casino*, *Bloody Wolf*, *Super Volleyball*, *Tiger Road*, and *P-47*. Many of these titles have a doubtful future in the U.S., but others may indeed arrive later in 1990.

Another new peripheral, the *AV Booster Plus*, was also displayed. This new device will allow you to store and save games in progress (ANY game)! This



Namco - No Date

GEMPA TOHMADEN

Using both large and small graphic characters, this action game features a sword-swinging hero facing deadly creatures and obstacles. While the animation is extremely fluid, the game play is choppy and hard to control in the larger scenes.

Naxat - No Date

PARANOIA

This title is under evaluation at NEC. It's a solid blaster, featuring five levels of play, sharp weapons, and brilliant graphics. Some of the game characters and their actions will probably be deleted, but the game is a lot of fun nonetheless.



UPL - No Date

ATOMIC ROBO-KID

Resembling (and in some places surpassing) the Genesis version pixel for pixel, the PC Engine version *Robo-Kid* was on display. Lots of shooting, power-ups, and killer Bosses complete this personable shoot-em-up.



Cinemaware - July

TV SPORT FOOTBALL

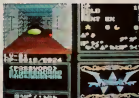
TV Sports Football uses several different screens, as well as a scrolling playfield, to duplicate the sport of football. The static screens, used for certain functions such as field goals, are handled very nicely, but the actual movement of characters is choppy.



NEC - June

DOUBLE DUNGEON

This first-person RPG uses a split screen to divide player statistics and information from the graphic window that constantly updates your position within a real 3-D environment. The game moves fast, looks good, and appears to have decent game play.



NEC - No Date

BLOODY WOLF

Finally, a good Commando-style shooter for the PC Engine/Turbo! Bloody Wolf uses great graphics and play mechanics for the bulk of the action, while simultaneously providing a fast-paced storyline filled with cut-counters accompanied by text.



NEC - July

RED ALERT

Finally, a second Commando-style waste-em-all battle game. Red Alert plays a bit better than Bloody Wolf and is more likely to appear in the U.S. It's also a CD-ROM title with great music and voice effects. A great game that will hopefully make it!



Tengen - July

XYBOTS & RBI 2

Not chained to the mighty Nintendo, Tengen is thankfully providing some of their more popular titles for the Turbo. Xybots looks cool, but another baseball game, even one as good as RBI Baseball, leaves a lot to be desired. Why not Stun Runner?



OUTPOST: GENESIS

Steve Harris

GENESIS GAMES GETTING EVEN BETTER!

The most impressive games of the show were in the growing Sega Genesis booth. Now that Sega has signed on over a dozen third-party licensees for the Genesis, anticipation is higher than ever.

Sega appears to be sticking to their roots with coin-op names such as *Super Monaco GP*, *Crackdown* and *E-Swat*. But more original efforts, like *SuperReal Basketball* and *Herzog Zwei* should begin joining other Genesis carts soon. Another angle that Sega appears to be taking is aggressive licensing of movies and other properties such as *Dick Tracy*, *Spiderman*, *Captain America*, *Fantasia* and *Mickey and Minnie Mouse*. Although they're in-house developments, these games possess the rich graphics detail, and solid game interaction we've come to expect from a Sega Genesis cart. A trademark that we're promised will continue with projects like *Hockey*, *Final Fight*, and *Shadow Dancer* in 1990.

Several computer companies will also launch titles on the Genesis, including EA's *Abrahams Battle Tank* and 688 *Attack Sub*, *MicroProse's F-15 Strike Eagle*, and *Spectrum Holobyte's Vette*.

Peripherals included the \$50 *Arcade Power Stick* (look for it in May), and the *Tele-Genesis* modem should finally hit in July for around \$100. New *Tele-Genesis* titles included *Cyberball*, *Baseball*, and *Battling Worlds*.



Tengen - June PAPERBOY

From the odd-angle of scrolling, to the detailed characters and scenery, Tengen does the classic *Paperboy* coin-op complete justice on the Genesis. Very little is sacrificed to get the look and feel of the arcade original - *Paperboy* looked hot!

Tengen - June HARD DRIVIN'

The ultimate racing game remained little more than the screen you see at the right. Tengen promises that the great visuals and thrilling speed will be faithfully captured on the Genesis, providing a good alternative to the equally impressive *Super Monaco*.



Tengen - June XYBOTS

The three-dimensional maze and shooter should be done complete justice on the Genesis. While the graphics in the arcade version were slightly choppy, the first-person, futuristic Gauntlet should delight fans of action and shooting games alike!



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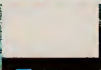
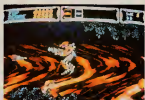


Technosoft - June

THUNDER FORCE 3

The most amazing shooter of the CES, in fact, the most amazing shooter ever created, appears to be Thunder Force 3. Not only does this cart make part 2 look like a bad Nintendo game, it features some of the most incredibly intense battles, all-new weapons, and fantastic opening screens that add a whole new dimension to play!

Gone are the boring overhead scenes from Thunder Force 2, replaced exclusively by scrolling backgrounds and obstacles that fly past at dizzying speeds. Each round leads up to a specific objective and some of the wildest Boss enemies ever created! Thunder Force 3 is a blaster without equal, and a sure favorite of all Genesis owners who like a game that offers much more than good looks!



Sega - April

SUPER REAL BASKETBALL

This long-awaited addition to the Genesis sports library leans much heavier on arcade-oriented game play to provide a basketball simulation that's fun while being realistic.

The general style of the game is similar to the Turbo basketball, including some highly detailed animations when you go to the free throw line or try for the slam-dunk. All-in-all, however, the game does a good job of duplicating the sport in a tournament setting.



Sega - May

SUPER MONACO GP

A driving tour-de-force that looks just like it jumped from the arcades and into the Genesis! Super Monaco GP uses extensive (and very effective) digitized graphics throughout the game, and features a fast-paced driving contest through a variety of different city backgrounds and country landscapes. Virtually a carbon-copy of the arcade original, Super Monaco GP takes the Genesis to its utmost limits in graphics, sounds, and play. This game is as fantastic as the pictures below look.



Sega - July

MOON WALKER

A hot new license that's sure to see plenty of attention both in the arcades and on the Genesis is Michael Jackson's Moonwalker video game. Using portions of the great gloved one's Moonwalker movie and various music videos, the Moonwalker Genesis game mixes familiar tunes with Revenge of Shinobi-style game play.

You're Michael, trying to stop an assortment of thugs and creeps in all kinds of different locations. Besides kicking the bad guys out of the picture, you can also use several special moves to thwart the enemy agents and get at the big Boss.

The graphics in Moonwalker are dynamite, animated much better than normal games to provide an extremely fluid appearance. Great sound and music are also employed to capture the theme.



Sega - May

GHOSTBUSTERS

This action/adventure title stars the ghost-bustin' trio from the films and Saturday morning cartoon. Through graphic/text screens, the goal is established and you must plot your strategy. Explore the danger-filled hallways of various downtown buildings. Uncover hidden items and take on the slimers who are determined to surprise you when you least expect it. Conquer the vapors for cash and return to H.Q. to boost your business and help rid the city of evil.



Sega - July

CYBERBALL

Licensed from Atari Games, this translation of the famous coin-op football of the future disappointed many players. While the version on display (and shown in these photos) was far from completion, the graphics detail, realism, and scrolling all looked like they had popped off of a standard Nintendo 8-Bit cart. This game will be offered for the Tele-Genesis, and the interaction between players will hopefully be preserved from the arcade, but the CES preview left us unimpressed.



Sega - July
E-SWAT

One of the most recent Sega arcade hits has already been lined up for the Genesis. You're a cyborg cop on a side-scrolling mission filled with weapons, dangers, and sizzling 16-Bit graphics! Very early on this one.



Activision - June
HARD YARDAGE

The first true football game (not counting Cyberball) for the Genesis. This Activision effort incorporates life-like still shots with a detailed field and players that thankfully move at real speed instead of like slugs. The graphics, while not outstanding, are very good, and an emphasis appears to be placed on strategy as well as quick moves. An unplayable prototype was shown.



Sega - April
HERZOG ZWEI

Developed by the same house responsible for ThunderForce 2, Herzog Zwei uses the overhead perspectives of TF2, splits the screen for independent two player simultaneous views, and creates a world of aircraft, tanks, and more. Light on action, Herzog Zwei leans on numerous types of strategy as players try to secure objects and areas within the limited environment.



Treco - May
ATOMIC ROBO-KID

Atomic Robo-Kid uses a slightly surreal cast of characters and backgrounds in an otherwise straightforward shooter that offers independent scrolling in any direction (when allowed), plenty of targets to blow apart, and creepy end-of-level Bosses that will undoubtedly give gamers the most problems. The advance copies shown at CES painted the first two rounds of action in a very lively and active way. Weapon upgrades increase options as well as the appearance of this game.



Activision - May
TONGUE OF THE FATMAN

An enhanced version of the odd fighting game that recently appeared on PCs will soon make its way to the Genesis. The action is confined to an arena full of other-worldly spectators, cheering for all kinds of strange creatures who stand ready to do battle with your humanoid. Choose your moves from all kinds of techniques and then lash out at monsters from around the galaxy. If you're good enough, you'll reach the Fatman himself, and have to face his assortment of attacks!



HOT-B - June
INSECTOR X

The twist in this side-scrolling shoot-em-up is that the majority of the monsters that appear are bugs. Little bugs, big bugs, and really nasty Boss bugs! The standard weapon power-ups and round definition prevail in this nice looking title.



Dreamworks Factory - May
TARGET: EARTH

This shooter features a main character decked out in a power suit with all kinds of different weapons. The game looks alright, but the control and difficulty left something to be desired. Dreamworks promises revisions, so this cart holds potential.



HOT-B - June
KAGEKI

Kageki was a seldom seen arcade game released a couple of years ago that stars an assortment of odd-looking caricatures who duke it out on city streets as the other baddies watch and wait. Nothing tremendously exciting, but fight fans may like it.



Dreamworks Factory - April
SHOVE IT!

Probably known to most as Soko-Ban or the GameBoy game Boxde, this 16-Bit version stars the same workhouse assistant who must solve puzzles and put a roomful of misplaced freight back in its place. It seems a little out of place on the Genesis.



Sega - August
SPIDERMAN

Spidey takes on his arch-nemesis Dr. Doom in this unusual action game. The cart was in a very early prototype stage, showing the screens to your right as well as a multi-layer scrolling screen featuring Spidey climbing from skyscraper to



SEGA

M · A · S · T · E · R · S

Ed Semrad

NEW GAMES INSURE NEW LIFE FOR 8-BIT!

Contrary to rumors filtering out of Japan and reported in the last issues of EGM, Sega will continue to support the 8-Bit Master System with a rich variety of new softs into the new decade. The evidence of this was on display at the CES where several new carts, and announcements of nearly a dozen more, were shown to attendees.

Sega hasn't exactly toolled up development for Sega's flagship system, but they have managed to collectively pool several new titles with a number of games that Tonka had previously passed over.

Some of the carts that we played for the first time at CES included *Shinobi Kidd*, a comical action game with a quantity of interesting features; a new target-shooter called *Assault City*; three sports titles; a driving/shooter entitled *Battle Out-Run* as well as a Master System version of *Super Monaco GP*; and a new game based on Sega's Mickey Mouse license.

New softs will probably continue to come from Sega, but one of the most promising sources of new games could be Europe, where the SMS is a top-seller. Several large development companies, such as Ocean and Mirrorsoft, have announced plans to bring out top games like *Xenon 2* for 8-Bit play. While this may not thrust the Master System ahead, it will give it a solid foundation to stand on.

Sega - April

SHINOBI KIDD

What do you get when you mix the intense martial arts mayhem of *Shinobi*? You get a hybrid hero named *Shinobi Kidd* who battles cartoon creatures across horizontal and vertical landscapes, employs all types of "Ninja Magic", and faces happy-looking Bosses in a pastel world of soft colors.

Shinobi Kidd does have some endearing qualities that kept us playing more than once. The unique method of rocketing the title character across the screen, the long rounds composed of dual scrolling mazes, and the *Shinobi* structure all helped to make this game one of the better Master System carts that definitely was created with a younger player in mind.



Sega - April
SLAP SHOOT

Here's a hockey game worthy of the Sega Master System. Not only does Slap Shoot allow you to choose from a wide array of play options, including tournament and exhibition modes, team selection, team line-ups and more. Once you get on the ice, Slap Shoot dishes up both a side-scrolling rink where the majority of the action takes place, as well as large screen shots for isolated movements such as going for the goal and fighting. Another good sports update for the SMS.



Sega - April
NIGHTMARE BASKETBALL

With this title Sega takes some liberties with the real sport, and then tailors the rules to fit the new game they've created. Nightmare Basketball adheres to most of the standard rules of the sport, but instead of simulating real athletes and conditions inside an arena, this game uses a cast of ghouls and goblins playing in a graveyard! The main portion of play is extremely cartoony, detracting from the wickedness of the game, but large isolated animations are included for slam-dunks.



Sega - April
TENNIS ACE

Sega returns to the serious approach, however, in their next sports contest, Tennis Ace. Tennis Ace attempts to duplicate the sport with both side and overhead angles on the action, different types of strokes and player personalities, and a good computer opponent that steadily improves to learn your strengths and weaknesses. Tennis Ace is a dramatic improvement over similar Tennis games, providing much more interaction and a lot of options.



Sega - April
PSYCHO FOX

Why Tonka passed on Psycho Fox is anybody's guess. It's a great game in the same tradition as Super Mario Bros. 2. All of the running, jumping, and fighting takes place on a scrolling playfield littered with strategically-placed obstacles and enemies who stand in your way. During each round you can choose one of four identities (Fox, Monkey, etc.), and each character can perform its own list of amazing feats. Throw in the superior Sega graphics and you get a good derivative and a great game.



Sega - May

ASSAULT CITY

Assault City is one of those games that is comprised of a multitude of different mini-games that are all strung together by one common thread. In this game, the action doesn't change too much from round to round, but the different backgrounds and goals vary drastically as you make your way to the goal.

The game first tests your targeting abilities by presenting a grid of squares and quickly turning certain boxes to reveal good and bad targets. Depending on your initial performance, the game decides its difficulty. You proceed through automatically-scrolling backgrounds of bombed-out cities and ruins. Boss encounters feature static screens with extremely detailed robots and devices providing targets. Lots of shoot, shoot, shoot!



Seismic - April

R.C. GRAND PRIX

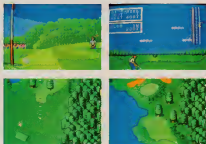
Originally announced as one of two third-party titles to be distributed by Absolute Entertainment, R.C. Grand Prix turned up in the booth of a new company called Seismic. It's too bad Absolute didn't follow through with the R.C. Grand Prix, considering it's one of the most playable, graphically appealing games to appear on the Master System in some time. The folks at Absolute obviously learned the ins and outs of the SMS - let's hope they do more titles in the future.



Sega - April

GOLF-A-MANIA

Unlike golf games that center themselves around a gimmick or a focus on an unusual play mechanic, Sega's Golf-A-Mania updates their existing title with better graphics, more diversity, and an excellent all-around simulation of the sport. Nothing really new or groundbreaking is present here, but the game is good, has several different screens, and comes with a battery back-up to store games in progress. If you're not a golf fan, stay away! But if you like the sport then check it out!



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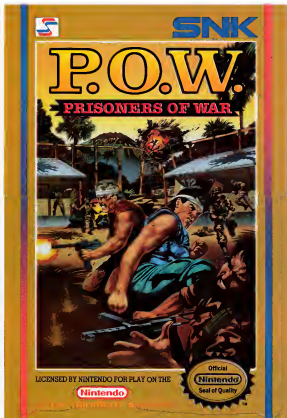
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Alter Bumer	Nintendo	14,335,970	Jeff Yonan
Alien Crush	TurboGrafx	75,629,000	Steve Ryno
Altered Beast	Genesis	1,109,700	Geoffrey Erickson
Bad Dudes	Nintendo	347,000	Mark Winters
Blazing Lasers	TurboGrafx	14,073,630	Jeff Yonan
Bubble Bobble	Nintendo	1,530,350	Rose Luchs
China Warrior	TurboGrafx	228,300	Scott Williams
Contra	Nintendo	6,553,500	Jim Hernandez
Double Dragon	Nintendo	128,350	Jim Hernandez
Double Dragon	Sega	571,100	Bob Seigmann
Double Dragon 2	Nintendo	95,800	Jeff Yonan
Ghouls and Ghosts	Genesis	519,800	Chuck Miller
Gyruss	Nintendo	2,008,650	Jeff Yonan
Ironsword	Nintendo	229,850	Jim Allee
Karnov	Nintendo	534,500	Ralph Mendes
Missile Defense 3-D	Sega	659,000	Joe Taddler
Ninja GaiDen	Nintendo	990,500	Deverell Baly
Out Run	Sega	55,626,340	Dan Lee
Paperboy	Nintendo	69,000	Mark McCormick
P.O.W.	Nintendo	230,300	Conrad Cheslock
Q*Bert	Nintendo	219,820	Mike Nichols
Rampage	Sega	502,215	Brian Herrmann
Rastan	Sega	322,790	George Sun
R-Type	Sega	1,016,300	Brent Gustafson
Shinobi	Sega	940,100	Brian Herrmann
Sky Shark	Nintendo	1,043,570	Jeff Yonan
Space Harrier 2	Genesis	24,994,900	Jeff Yonan
Star Force	Nintendo	6,443,900	Jonathan Henry
Super Mario Land	GameBoy	999,990	Brent Gustafson
Tetris (A)	GameBoy	292,000	Steve Dartmore
Thunder Force 2	Genesis	1,144,560	Jeff Yonan
Wizards and Warriors	Nintendo	639,500	Jim Kilby
Zanac	Nintendo	15,197,360	Jeff Yonan

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